

## F1

Pressing F1 will initiate a self-ping. Self-pings measure self-lag. High self-lag is an indication of low bandwidth, network problems, or disconnection. See /sp for details.

## F2

Pressing F2 will ping the current channel, query, or chat window. See [/ping](#) for details on pinging, or [/dcp](#) for details on pinging within a DCC chat.

### **F3**

Pressing F3 will read the current CD info so you can play music CDs. See [/cdcheck](#) for details on the CD player.

## F4

Pressing F4 will check for new mail, or if new mail is detected, download the mail headers. Once the mail headers are downloaded, F4 will download all messages, leaving them on the server. If pressed within a received mail, F4 will let you reply to the e-mail. If pressed within a mail composition window, F4 will send the e-mail, and once the mail is sent, F4 will close the progress window and mail composition window. Reminders of what F4 does at any time will be displayed throughout your e-mail session.

For details, see [/echeck](#) and [/esend](#).

## F5

Pressing F5 will play a random MP2 or MP3 file. See [/mprand](#) for details.

## F6

Pressing F6 will open either a simple color window, or Click 'N' Color, depending on which is set in P&P configuration. See [/colorwin](#) and [/cnc](#) for details.

If the simple color window is open, F6 will close it. If Click 'N' Color is open, F6 will use the settings to color the current editbox or a string you input.

## F7

Pressing F7 will allow you to send a private notice to the last user you received a notice from. For details on private notices, see [/notice](#).

## F8

Pressing F8 will kick the last user who sent you a CTCP, joined a channel with clones, sent you a CTCP reply, set off your imposter alert, or sent you an invalid DCC request. (this key will be listed as an option in all of these events if P&P is configured to display common FKey options.)

You will be prompted for a reason, and can press Enter for a default reason. The user, and any clones, will be kicked.

This key is most useful if a user begins to annoy a channel with clones or CTCPs and you want to quickly get rid of them.



## F9

Press F9 to toggle sound FKeys on and off. When they are on, all other FKeys have new functions that are listed in the title bar.

F12 will change sound types, F1 will play a random sound, F2 will let you pick a sound, F3 will find a sound by keywords you enter, F5 will list sounds, F6 will delete the last sound played, F8 will repeat the last sound played, and F9 will disable this mode.

## F10

Pressing F10 will rejoin the last channel you were kicked from or invited to, or set up automated repeat join attempts for a channel you could not join due to a ban or mode. (see [/rejoin](#) for details on automated repeat join attempts.) If you are disconnected, you can press F10 before reconnecting to cancel the rejoining of your channels once you do reconnect. (this is if you are configured to rejoin channels on reconnect.)

F10 is also used to copy the last address seen in a [/dns](#) command to the clipboard.

You will be reminded of these uses of the F10 key whenever an event uses it.

## F11

Press F11 to join your favorite channels. See [/autoj](#) for details.

## F12

Press F12 to set yourself away, or if already away, set yourself back. You will be prompted for an away reason. See [/away](#) and [/back](#) for details.

## Shift and F1

Press ShiftF1 to open a query window with the most recent user to come onto IRC on your notify list, or if the most recent notify event was a user leaving IRC, to check to see if that user "left" by changing nicknames. See [/query](#) and [/finduser](#) for details.

You will be reminded of the use of ShiftF1 in your notify events if you have P&P configured to show common FKeys.

## Shift and F2

Press ShiftF2 to get information on the current window. In a channel window, it will perform a /chaninfo; in a query or DCC window, it will perform a /whois.

## Shift and F3

If you have not configured your CD drive or ini file, ShiftF3 will let you configure the settings that you have not set yet. Once configured, ShiftF3 will open a window where you can view and edit the info for the current CD, or if this window is open, ShiftF3 will play the CD from track 1.

See [/cd](#) for details on the CD player.

## Shift and F4

ShiftF4 performs a variety of commands depending on recent events. When clones join a channel, ShiftF4 pings them. When you ignore a user for an "unsolicited message" (enabled in P&P configuration) ShiftF4 will unignore them. When a user sends you an unrecognized CTCP, you can use ShiftF4 to send a reply. ShiftF4 is also used to confirm a DCC Incomplete request from a user.

You will be reminded of what ShiftF4 does whenever an event activates that it applies to.



## Shift and F5

Press ShiftF5 to playlist 40 random MP2/MP3 files. See [/playlist](#) for details.

## Shift and F6

Pressing ShiftF6 will open either a simple color window, or Click 'N' Color, depending on which is "not" set in P&P configuration. (whatever you have set to activate on F6, the other one will activate for this key.) See /colorwin and /cnc for details.

If the simple color window is open, ShiftF6 will close it. If Click 'N' Color is open, ShiftF6 will use the settings for all future input until disabled.

## Shift and F7

ShiftF7 is undefined. You may define it yourself in your personal aliases.

## Shift and F8

Pressing ShiftF8 will kickban the last user who sent you a CTCP, joined a channel with clones, sent you a CTCP reply, set off your imposter alert, or sent you an invalid DCC request. (this key will be listed as an option in all of these events if P&P is configured to display common FKey options.)

You will be prompted for a reason, and can press Enter for a default reason. The user, and any clones, will be banned and kicked.

This key is most useful if a user begins to annoy a channel with clones or CTCPs and you want to quickly get rid of them.

## Shift and F9

ShiftF9 will connect you to the last server you saw in a channel /scan, /whois, or /whowas. You will be prompted for a port to connect to, and can cancel at this time.

You will be reminded of what ShiftF9 does whenever it applies to an event, if P&P is configured to display common FKey options.

## Shift and F10

ShiftF10 is undefined. You may define it yourself in your personal aliases.

## Shift and F11

ShiftF11 is undefined. You may define it yourself in your personal aliases.

## Shift and F12

Press ShiftF12 to **quietly** set yourself away, or if already away, **quietly** set yourself back. You will be prompted for an away reason. See [/qa](#) and [/qb](#) for details.



## Ctrl and F1

Press CtrlF1 to /whois the most recent user to come onto IRC on your notify list, or if the most recent notify event was a user leaving IRC, to /whowas that user.

CtrlF1 is also used to /whois the last user to send you a CTCP, join a channel with clones, send you a CTCP reply, set off your imposter alert, or send you any form of DCC request. Basically, CtrlF1 will /whois the last user to do pretty much anything.

You will be reminded of the use of CtrlF1 in any event that uses it if you have P&P configured to show common Fkeys.

## Ctrl and F2

Pressing CtrlF2 will display the average lag from the last bulk ping. See [/avglag](#) for details.

## Ctrl and F3

CtrlF3 performs a variety of commands depending on recent events. After a /chaninfo command, CtrlF3 will scan for clones on that channel. When a user joins who has kickstat info stored, and P&P is configured to display kickstats on join, you can press CtrlF3 to display detailed kickstat info. (see /kickstat for details.) If a user offers you a P&P color scheme via CTCP, you must press CtrlF3 to accept it and store it in your database. CtrlF3 is also used to confirm a DCC Incomplete request from a user.

You will be reminded of what CtrlF3 does whenever an event activates that it applies to.

## Ctrl and F4

CtrlF4 closes the current window. (Windows default behavior.)

## Ctrl and F5

Pressing CtrlF5 will play a random midi file. See [/midrand](#) for details.

## Ctrl and F6

If the simple color window is open, CtrlF6 will close it. Otherwise, any active Click 'N' Color style is cleared and disabled.

## Ctrl and F7

CtrlF7 is undefined. You may define it yourself in your personal aliases.

## Ctrl and F8

When you try to change to a nickname already in use, CtrlF8 will tell P&P to "watch" that nickname, and change to it as soon as it is available. On DALnet, if you have an automatic NickServ login defined for that nick, you can follow the prompts to use CtrlF8 to kill the current user of the nick and recover it. (this process is automatic for ghosted nicks.)

You will be reminded of this feature whenever you try to use a nickname already in use.



## **Ctrl and F9**

CtrlF9 will perform (or disable) an emergency ignore of everything but channel text. See [/911](#) for details.

## Ctrl and F10

CtrlF10 is undefined. You may define it yourself in your personal aliases.

## Ctrl and F11

CtrlF11 is undefined. You may define it yourself in your personal aliases.

## Ctrl and F12

Pressing CtrlF12 will open up your away log, where events are recorded while you are away, if enabled. See [/awaylog](#) for details. If your away log is currently open, this will close it, for convenience.

You will be reminded of CtrlF12 when you return from being away, if anything was logged, and you have P&P configured to show common Fkeys.

# Protecting Yourself

P&P contains extensive features designed to protect you from falling victim to all forms of Internet attacks. In addition, the information in this help file can help protect you from other attacks that P&P cannot stop. Select an attack to learn details on what its effects are, how it works, and how you can detect it and protect from it.

Note that anytime you experience a DoS attack, you have the right to **report** it to an IRCop and to the offender's ISP (internet provider) and ask that they have their **account removed** or other action taken. DoS attacks are **illegal** and can be punished with heavy fines under US law.

Common DoS attacks-

- Broadcast ping flood ("smurfing")
- CTCP flood
- ICMP ping (ICMP echo)
- "Land" (land.c, latierra.c)
- Nukes (ICMP unreachable, CLICK.EXE)
- "SSPing" (fragmented ICMP)
- "Teardrop" (teardrop.c)
- UDP flood
- "Winnuke" (OOB data, usually port 139)

Other IRC "attacks" and annoyances- (rarely more than an annoyance)

- Attribute/color flood ("Screen lag")
- Backdoors
- DCC flood, invalid DCCs
- Invite flood
- Notice flood
- "Overwrite" exploit ("script.ini")
- Personal bans (only works if you are opped and under certain circumstances)
- Query flood (private message flood)

P&P also can protect a channel and its users from many forms of "attack" and annoyance. Select an item to learn details on what the "attack" or annoyance is, and how P&P can help.

- Abuse of capitals
- Attribute/color abuse and flood
- Clones
- CTCP/DCC floods
- Desynch attempts
- Enforcing modes and topics ("locking" modes/topics)
- Foul language (unwanted words)
- Join/part flood
- Nickname flood
- Notice floods (channel or opnotice)
- Protecting users
- Repeating
- Split riding (serverop protection)
- Takeover attempts (mass deop or kick)
- Text floods
- Topic/mode floods
- Users in lame channels ("pervert" scanner)

If you know of an attack or annoyance that P&P does not protect against and is not listed here, please e-mail [pnnp@pairc.com](mailto:pnnp@pairc.com) with details and I will attempt to add protection or at least documentation.

# Personal Attack - CTCP Flood

## Symptoms and Effect

A large number of CTCPs are received in quick succession, from one or more users. Your IRC client replies to them all, rapidly sending a large amount of information to the IRC server. The IRC server then disconnects you for sending too much information too fast.

## How It Works

Most replies sent to CTCPs are much larger than the original CTCP. The attacker sends them as fast as they can without getting disconnected. You reply just as fast, but with more information, thus the IRC server disconnects you for sending too much data.

## Rarity and Difficulty

This attack used to be easily the most commonly seen attack. Due to a number of factors, such as built-in flood protection in most clients and IRC servers raising their flood limits, these attacks have been greatly reduced in popularity and are much rarer.

It is not that hard for an attacker to find a script that makes flooding a user as easy as clicking on a couple of popups, however the number of scripts that have any chance of doing damage to even a base version of mIRC these days are limited.

## Protection

P&P has multiple layers of flood protection that are designed to prevent you from ever being disconnected for a CTCP flood, yet still respond to all legitimate CTCP requests. Once a flood is detected, P&P will continue to track the flood in the background, hiding the details from you so you can continue to chat unhindered and unannoyed.

See [personal protection options](#) for configuring personal flood protection.

# Personal Attack - Broadcast Ping Flood

## Symptoms and Effect

Excessive lag and packet loss, and probably disconnection from IRC and your ISP. However this attack is not (usually) used against single users. In fact, used against a single user, this attack could take down their ISP with them.

## How It Works

The attacker sends a ping request to a network of servers. The ping request is marked in a way that causes each individual server or terminal to respond. In this way, one request can cause tens or even hundreds of replies to be sent. The ping request is also marked in a way causing the ping replies to be sent to a victim. By sending a steady stream of requests, a huge stream of replies is sent to the victim. This attack can be effective enough to take down small ISPs and entire networks.

## Rarity and Difficulty

I have never seen this attack, on myself or any other IRC user. I know it exists solely from third-party descriptions. To the best of my knowledge, the attack is usually used against larger targets such as web sites, networks, servers, etc. and not against single users, where an ICMP ping attack can be just as effective and easier to perform.

Programs to carry this attack out are rare and require some knowledge to use, so this is also not an attack the average user can carry out.

This may change as details on this attack become more widespread.

## Protection

As there is nothing a user themselves can do to prevent packets from being sent to them, there is no way to protect against this attack at the user level. Fortunately, it is not likely that you will ever experience this attack firsthand.

ISPs and networks, as they learn about this attack, have begun to install patches to prevent this form of abuse.

# Personal Attack - ICMP Ping

## Symptoms and Effect

Excessive lag and possible packet loss, eventually leading to disconnection from your IRC server.

## How It Works

The attacker sends a stream of ICMP ping (echo) requests to your address. (note that these are entirely different from CTCP pings and are sent directly over the internet, not through IRC.) Your computer automatically replies to every single one. This continuous flow of packets to and from your address uses up most of your bandwidth. This leaves little bandwidth for your IRC connection. Not receiving any data from you for an extended period of time, the IRC server disconnects you, thinking you must have disconnected.

## Rarity and Difficulty

This attack is not seen as often as many others, but could still easily occur if someone chose to attack you.

It is not that hard to find a program or script that will perform this operation, and they are usually not that hard to understand and use. However this attack requires that the attacker have more bandwidth (IE a faster connection) than the victim. If the attacker has about the same amount of bandwidth, it will take much longer to cause a disconnection, and may not work at all. If the attacker has less bandwidth, (IE a slower connection) then the attack will do nothing more than possibly cause a bit of lag.

## Protection

See /netstat for information on using P&P to detect this attack, and /arp for discovering who is causing the attack. P&P also helps prevent you from being disconnected from excess lag, as when excessive lag is detected, it automatically sends data to the IRC server about every 12 seconds. Although not gaurunteed to prevent disconnection, this can reduce the chance that the IRC server will think you have disconnected.

Other programs and software packages are available that can do a better job of detecting these attacks, and some can even prevent your computer from replying, eliminating any chance of being disconnected. The following programs may or may not work depending on your system, configuration, and internet expertise, and may not be worth your time unless you are having problems with this form of attack.

ConSeal Firewall  
ICMP Interceptor



# Personal Attack - Nuke (Dest. Unreachable)

## Symptoms and Effect

Disconnection from your IRC server. If you are running multiple copies of mIRC, one will disconnect while the other remains unaffected.

## How It Works

The attacker sends you a packet that tells your computer that you are unable to reach your IRC server. The computer subsequently disconnects from the IRC server.

In order for the packet to have any effect, it must be sent to the correct local port on your computer, and contain the correct server port in the packet. Since you are usually connected to one of about a dozen different server ports, and your local port usually falls within a small range, the attacker simply sends one packet for every possible combination of these ports.

## Rarity and Difficulty

This is probably one of the more commonly used attacks on IRC users. It is simple to perform and has a high success rate against uninformed users.

Probably the most commonly used program to perform this attack is CLICK.EXE, included with 7th Sphere, one of the most well known war scripts. It is not hard at all for a user to get and use a program that performs this attack.

## Protection

Most people will tell you that there is no protection for this form of attack. Don't believe them. P&P has methods of not only detecting but avoiding these attacks.

See [/netstat](#) for information on using P&P to detect this attack, and [/arp](#) for discovering who is causing the attack.

To help protect against this attack, you simply need to make your server port or local port (or both) harder for the attacker to guess.

The most commonly used server ports are in the range 6660-6669 and port 7000. Also seen occasionally are 4400 and 7777. If you can find a server port not in these ranges, such as 4567 or 8800, most would-be attackers will be clueless on how to hit you. To find out what ports your server supports, use the [/ports](#) command. If no "nonstandard" ports are available on your current server, check other servers on the same 'net.

As far as local port, by default, your local port will be picked as the next available port, starting at 1024. Since most users do not leave their computer connected for an extended period of time (IE days or more) this port rarely is above around 1400. Attackers use this fact to their advantage as they only have to attack this small range of ports. However, you can use the [/portup](#) command to increase your local port into the 2000s, 3000s, or even higher numbers. There is a limit on most systems as to how high it will go, but simply above 2000 will keep you safe from most attackers, as most are clueless on how the nuke actually works and do not know enough to scan these higher ranges.

Combining both of the above methods has kept me quite safe from a number of nuke attacks.

Other software is available that can help detect these attacks. The following programs may or may not work depending on your system, configuration, and internet expertise, and may not be worth your time unless you are having problems with this form of attack.

ICMP Watch (7th Sphere)

NukeNabber

ICMP Interceptor

ConSeal Firewall

# Personal Attack - SSPing

## Symptoms and Effect

System lockup or possibly other major problems. A reboot should fix any damage.

## How It Works

The attacker sends large, highly fragmented packets to the victim. The victim's computer attempts to reassemble them. The reassembled packet is too large to fit in the buffers intended for it, and therefore the packet overruns the buffer and writes over memory used for other purposes, causing lockups or other problems.

## Rarity and Difficulty

I have only experienced this attack once, but it was big news for a while, so it may be more common than I'm aware of.

I have also never found a program to perform this attack (a shame as it makes testing my protection more difficult) but have heard of them from multiple sources, so I'm sure they are available to anyone willing to look a little. Once the attacker has the program I'm sure it is little more than entering in an address.

## Protection

The protection for this attack is clean and simple. Both Windows 95 and Windows NT have official patches released by Microsoft that, in my experience, have worked fine. Go to the following location to view more information on this attack and download patches-

<http://www.windowcentral.com/features/reports/bugs/ssping/>

Note that this patch reportedly disables the WinNuke patch, so you should reinstall that patch after installing this one.

P&P can also help detect these attacks, regardless of whether you are patched or not. See /netstat for information on using P&P to detect this attack, and /arp for discovering who is causing the attack.

# Personal Attack - Land

## Symptoms and Effect

System lockup on Windows 95, possibly only lasting 30 seconds or so on Windows NT but possibly locking up entirely.

## How It Works

The attacker sends packets to the victim; These packets have their "source" faked as being from the victim, and request a connection. The end result is that the victim attempts to connect to themselves repeatedly, locking up Windows while it tries to figure things out.

## Rarity and Difficulty

This attack is relatively new and I do not have enough experience to write on how rare or difficult it is to perform. The original C source code (for Unix) is easy to find, but I have not seen any Windows ports.

## Protection

I do not have enough experience to recommend a fix myself, however the following information is quoted from another source-

There are two patches, one if you have Winsock 1.1, and one if you have Winsock2. (If you have a file called ws2\_32.dll in windows\system, then you've got Winsock2)

For Winsock 1.1:

<http://support.microsoft.com/download/support/mslfiles/Vipup11.exe>

For Winsock 2:

<http://support.microsoft.com/download/support/mslfiles/Vipup20.exe>

You also need to install the VTCPUPD patch:

<http://support.microsoft.com/download/support/mslfiles/Vtcpupd.exe>

# Personal Attack - Teardrop

## Symptoms and Effect

System lockup or possibly other problems. A reboot should fix any damage.

## How It Works

The attacker sends packets to the victim containing invalid packet sizes. (negative, to be precise.) The victim's computer locks up when trying to read the packet.

## Rarity and Difficulty

This attack is somewhat new and I do not have enough experience to write on how rare or difficult it is to perform. The original C source code (for Unix) is easy to find, but I have not seen any Windows ports.

## Protection

I do not have enough experience to recommend a fix myself. I have heard that the SSPing patches fix this problem as well, and the Land fix proposes to fix this problem as well. Use your best judgement, and don't worry about unless you're actually experiencing this attack.

# Personal Attack - WinNuke (OOB)

## Symptoms and Effect

On Windows 95, you will usually be presented with a solid blue screen and an error message. Continuing, you will regain access to windows but you will not be able to use any internet applications until you reboot. On some computers, the computer may grind, slow down, or even come to a halt. On Windows NT, the computer will stop with an error and core dump, requiring a reset to return to Windows.

## How It Works

The attacker sends a packet to a listening port that contains unexpected and erroneous data. The most commonly attacked port is 139 (NetBIOS) as this is enabled by default on nearly all systems, however it is possible for an attack to hit another port. Upon receipt of this erroneous data, Windows panics and does not know what to do, producing an error.

## Rarity and Difficulty

This is probably one of, if not **the**, most commonly used Internet attacks. I see the effects of it quite often.

It is easy for someone to find a program where one must simply enter an address and click a button, and the target is hit. As a lot of users tend to be in the dark as to Internet attacks, there is a large percentage of unprotected targets available.

This situation is decreasing now that many users are getting patched, but I still see it used quite often and the success rate is still alarmingly high.

## Protection

The protection for this attack is clean and simple. Both Windows 95 and Windows NT have official patches released by Microsoft that, in my experience, have worked fine. Go to the following location to view more information on this attack and download patches-

<http://www.windowscentral.com/features/reports/bugs/winoob/>

Other software is available that can help detect these attacks. The following programs may or may not work depending on your system, configuration, and internet expertise, and may not be worth your time unless you are having problems with this form of attack.

[Skream's Port Listener](#)

[NukeNabber](#)

[ConSeal Firewall](#)

[McAfee PCFirewall](#)

# Personal Attack - UDP Flood

## Symptoms and Effect

Excessive lag and possible packet loss, eventually leading to disconnection from your IRC server.

## How It Works

The attacker sends a stream of UDP packets to your address. Your computer automatically sends error replies to every single one. This continuous flow of packets to and from your address uses up most of your bandwidth. This leaves little bandwidth for your IRC connection. Not receiving any data from you for an extended period of time, the IRC server disconnects you, thinking you must have disconnected.

## Rarity and Difficulty

I have personally never experienced this attack except under test conditions.

It is not that hard to find a program that will perform this operation, and they are really not that hard to understand and use. However this attack requires that the attacker have more bandwidth (IE a faster connection) than the victim. If the attacker has about the same amount of bandwidth, it will take much longer to cause a disconnection, and may not work at all. If the attacker has less bandwidth, (IE a slower connection) then the attack will do nothing more than possibly cause a bit of lag.

In addition, as this attack is very similar to the ICMP echo attack, but blocked and detected easier as well as less known, it is rarely used.

## Protection

See /netstat for information on using P&P to detect this attack, and /arp for discovering who is causing the attack. P&P also helps prevent you from being disconnected from excess lag, as when excessive lag is detected, it automatically sends data to the IRC server about every 12 seconds. Although not gaurunteed to prevent disconnection, this can reduce the chance that the IRC server will think you have disconnected.

Other programs and software packages are available that can do a better job of detecting these attacks, and some can even prevent your computer from replying, eliminating any chance of being disconnected. The following programs may or may not work depending on your system, configuration, and internet expertise, and may not be worth your time unless you are having problems with this form of attack.

NukeNabber  
ConSeal Firewall  
McAfee PCFirewall

# Personal Annoyance - Attribute Flood

## What It Is

A flood of colors, underline, bold, and/or reverse. At worst this may cause your computer to slow down a bit as it has trouble displaying the complex text formatting; at best it is a minor annoyance.

## Protection

If you want to ignore all private messages temporarily, press CtrlF9. If you have P&P configured to do so, it will ignore colors and attributes from a user who sends you a large number of them in quick succession.



# Personal Annoyance - Backdoors

## What It Is

Some scripts, clients, and bots (**not** P&P) have "hidden" ways a user can lockup or gain access to your computer, or force you to perform actions such as opping them. These are commonly referred to as "backdoors" and are heavily frowned upon, but scripters still attempt to hide them so they have easy ways of getting at users. Some backdoors are unintentional and result from bugs.

If you receive a lot of weird looking CTCPs, messages, and other data that look like attempts to make you do things, the sender may be attempting to discover or abuse commonly known backdoors.

## Protection

P&P has **NO** backdoors in it, and no known bugs that could cause any possible backdoor-like effects. The **only** reason this entry is included is for completeness as a collection of all possible attacks you may see.

# Personal Annoyance - "Overwrite" Exploit

## What It Is

Older versions of mIRC (5.11 and before) automatically loaded a file named "script.ini" if present in the mIRC directory. The default DCC download directory was the mIRC directory. Because of this, malicious users distributed a script (using the filename "script.ini") on the premise that users would unknowingly accept and download it, then mIRC would automatically run it next time it started. Contrary to what some people will tell you, this rarely had anything to do with "overwriting" files.

## Protection

Any mIRC that has other scripts loaded was pretty much immune to this attack, and mIRC 5.3 was changed so that this attack could not affect normal users without scripts.

P&P is not and never was vulnerable to any form of this attack.

# Personal Annoyance - DCC Attacks

## What It Is

An attacker sends a flood of DCC requests or a series of invalid DCC requests, in an attempt to lock up mIRC. Old versions of mIRC were vulnerable to this attack but newer versions can withstand them fine.

## Protection

P&P can protect from DCC request floods if configured properly, and automatically rejects DCC requests on invalid ports or with other invalid parameters. P&P also has protection from extreme flood within a DCC chat, as here, unlike private messages, a user has no restriction from flooding you with text, and this can cause mIRC to slow down heavily and possibly even stall if text is received too fast.

# Personal Annoyance - Invite Flood

## What It Is

An attacker sends a flood of invite requests. If you have mIRC set to automatically join on invite, this could potentially cause a problem, otherwise it is merely an annoyance.

## Protection

P&P can be configured to protect from invite floods and requests to any desired level of sensitivity. As many people consider invites annoying and rude, you may even want to ignore invites altogether using **/ignore -i \***

P&P also by default verifies that the channel you have been invited to exists, before prompting you to press F10 if you wish to join. This can be changed in P&P configuration.

# Personal Annoyance - Notice Flood

## What It Is

A large number of private notices sent in rapid succession. Usually no more than an annoyance, although if you have a slow computer and mIRC is set to play a wave file or beep a lot, it could cause noticeable delays.

## Protection

To ignore all notices temporarily, press CtrlF9. P&P will never automatically ignore a user simply for notices, as this has too much potential to perform unwanted ignores. It can be configured to warn you during excessive notices and remind you about CtrlF9, however.

# Personal Annoyance - Personal Bans

## What It Is

An op banning you from a channel. This is not (usually) an attack, but is included due to certain features P&P implements regarding personal bans.

## Protection

If A) you are **opped**, and B) the other op sets the ban **before** kicking or deopping you, and C) you are not lagged and are a little lucky, P&P will kick the user as soon as the ban is detected, then undo the ban. These are the only circumstances under which P&P can directly do anything about a ban.

If you have access to X/W or ChanServ, you can use the popups in the channel or status window to unban yourself. If all else fails, you can use /rejoin to have P&P rejoin a channel in the background until you are admitted, IE unbanned.

# Personal Annoyance - Query Flood

## What It Is

A large number of private messages sent in rapid succession. If from a single nickname, this will be no more than an annoyance. If a large number of users and nicknames send you messages, a huge number of separate query windows could conceivably be opened, possibly slowing down mIRC and causing problems if extreme.

## Protection

You can press CtrlF9 to temporarily ignore all private messages. If only a single nickname is flooding you, simply right-click in the query window and select an ignore option. P&P can be configured to ignore private messages in cases of large numbers of query windows being opened in rapid succession, to avoid this abuse.

# Channel - Abuse of Capitals

## Problem

User uses way too many capital letters in their text, often speaking solely in caps. This is often considered shouting, rude, lame, ignorant, or simply annoying.

## Solution

Use /protegit and configure protection for Caps Flood, Caps Abuse, or both. Caps Flood detects caps abuse as a given number of capital letters in a number of seconds, regardless of how many lines the "flood" spans. Caps Abuse detects caps abuse as a given percentage of capital letters in a single line. The percentage is out of total letters, not all characters. (IE spaces, numbers, etc. do not count in the total.) You may also define a minimum number of capitals, so that a user is not kicked for saying a one word line in all caps.



# Channel - Attribute Abuse

## Problem

User uses too many colors, underline, bold, and/or reverse in their text, or purposely tries to flood the channel with these codes to cause annoyance and "screen lag".

## Solution

Use /proteedit and configure protection for Attribute Abuse, Attribute Flood, or both. Attribute Abuse detects abuse as a given number of codes in a single line. Attribute Flood detects attribute flood as a given number of codes in a given number of seconds, regardless of how many lines the "flood" spans.

# Channel - Clones

## Problem

Multiple connections to IRC from the same user/computer/address. Although not harmful by themselves, there is rarely a good reason for a user to have multiple connections in the same channel. Clones are often used to multiply the effect of an attack or flood.

## Solution

Use /proteedit and configure P&P's sensitivity to clones. You can set the number of clones that will cause P&P to send out a warning to the users, and the number which cause P&P to automatically take action. (as well as the actions, just like all other protections.) You can also configure whether P&P requires clones to have the same identd to detect them. (not recommended, but may be needed at times.) Other clone-related options are configured in channel options as well.

# Channel - CTCP / DCC Floods

## Problem

A flood of CTCP requests and/or DCC requests sent to a channel. A major annoyance, and has the possibility of disconnecting, locking up, or causing problems for users on the channel. Not commonly seen much any more. (see personal CTCP flood for more details)

## Solution

Use /proteedit or right-click in the channel to set flood protection. Options include normal CTCP Flood protection, action on Invalid Channel DCCs or Any Channel DCCs, and action on Unrecognized CTCPs. The default values should provide sufficient protection if you do not want to play with the settings.

# Channel - Desynch Attempts

## Problem

A desynch is when the channel appears one way to one server and another way to another server. For example, you appear to be opped on one server, but not another, or JoeSchmoe is on the channel on one server but not another.

Desynchs can be caused by a large amount of mode changes from multiple sources, especially if lag is involved.

## Solution

Use /proteedit and enable desynch detection. You can also configure Mode Flood and Topic Flood settings, to stop users from making too many mode and topic changes.

Its rather hard to actually prevent a desynch if a user is opped and wants to do so, as they are usually done through large numbers of bans, unbans, ops, and deops, and P&P does not check for these types of "flood" since it is common for an op to be cleaning the banlist or other such activities. It may help somewhat to have Mass Kick and Mass Deop protections enabled.

This form of attack is fairly uncommon as the user must get ops before anything can be done.

# Channel - Enforcing Modes and Topics

## Problem

You want to keep certain modes or a certain topic set on a channel at all times, or set it automatically on join or op.

## Solution

See [/strict](#) for information on setting modes and topics to be strictly enforced or automatically sent when you become an op or join the empty channel.

# Channel - Foul Language / Unwanted Words

## Problem

User using unwanted words in a channel.

## Solution

Use /proteedit to set up Word Kicks for the channel. You can define exact words or use wildcards, in the word list. For example, you can use "damn" to match solely that word, "ass\*" to match any word starting with "ass", "\*porn\*" to find any word containing "porn", or even "\*bla\*t?" if you wanted.

# Channel - Join/part Flood

## Problem

User(s) joining and parting the channel rapidly, filling the screen with part and join messages.

## Solution

Use /prote~~dit~~ to configure Revolving Door protection, setting how many joins and/or parts before action is taken. (if you modify the default actions taken, keep in mind that a simple kick is relatively pointless.)

# Channel - Nickname Flood

## Problem

User(s) changing nicknames a lot, filling the screen with nickname change messages. This does not happen on some 'nets that have code preventing users from changing nicknames too fast.

## Solution

Use /prote~~dit~~ to define settings for Nickname Flood protection, setting how many nickname changes in how many seconds will set off this protection.



# Channel - Notice Floods

## Problem

User sending a large number of notices to the channel or ops of a channel in rapid succession. Really no more than an annoyance, but a big one at that.

## Solution

Use /proteedit to define settings for Channel Notice and OpNotice Flood protections. Channel Notice protection lets you define protection from a number of **channel** notices in a given number of seconds. (You could set this to 1 or 2 if you simply didn't want users sending channel notices, as it can be very annoying.) OpNotice Flood protection lets you define protection from a number of **op**notices in a given number of seconds. This is more intended to stop nonops from annoying ops, but will monitor ops as well if you don't have the default option, "Protect ops from most protection" enabled.

# Channel - Protecting Users

## Problem

Friends, bots, or other important users being deopped, kicked, or banned by other ops, whether maliciously, accidentally, jokingly, or for any other reason.

## Solution

Use /user to add users to your level as protected. (level 75) Whenever this user is deopped, you will reop them and deop the offender. If the user is kicked, you will kick the offender and invite the user back. If the user is banned, you will kick the offender and unban the ban. If the offender is at least level 50 themselves, no action against them will be taken, however the user will still be unbanned, reopped, or invited.

You can also set users to level 50 if you simply want them protected from only your own script's actions.

# Channel - Repeating

## Problem

User repeats themselves multiple times. Simply put, very annoying.

## Solution

Use /prote~~dit~~ to configure Repeating protection. You can set the protection to activate on a number of repeats within a given number of seconds. This is the number of **repeats**, not counting the original line; For example, if a user said "Hello!" five times, this counts as **4** repeats. The repeats do not have to be of the same line- A user who says "hello" twice, then "how are you" twice will count as two repeats.

# Channel - Split Riding

## Problem

A user gets on the opposite side of a net-split, gains ops in the empty channel, and when the servers remerge, the server ops the user on your side of the split. The user can then proceed to do op-like activities, such as kick random users, deop everyone, etc.

This is not really a problem as it used to be, as most major IRC networks such as Undernet prevent this sort of abuse and a user cannot use splits to gain ops.

## Solution

If you are on a network that still has this problem, you can use /proteedit to enable Basic and/or Ultimate ServerOp protections. Basic protection works by deopping any user who is opped by a server, unless they are on your userlist as either an op in that channel or at least level 50. Ultimate protection works by remembering whether a user was opped when you see them quit due to the split, and when a user is opped by a server, deopping them unless you saw them quit. If both are enabled, both checks must pass or the user is deopped.

# Channel - Takeover Attempts

## Problem

Malicious op deops, kicks, or bans everyone, or otherwise tries to take control of the channel by force once opped.

## Solution

Use /proteedit and configure protection against Mass Deops and Mass Kicks. You can set P&P to take action on a given number of deops or kicks in a given number of seconds. You may also want to modify the Mode Flood and Topic Flood settings, as well as possibly use /strict to enforce certain modes. Note that these are only partial solutions, and the best solution is simply not to op anyone untrustworthy.

# Channel - Text Floods

## Problem

User sending large amounts of text to the channel in an attempt to annoy others and look "cool" or get attention.

## Solution

Use /proteedit and configure protection against Text Flood and Text Scroll. Text Flood activates on a given number of characters in a given number of seconds, regardless of number of lines. Text Scroll activates on a given number of lines in a given number of seconds, regardless of size or length of lines.

# Channel - Topic/mode Floods

## Problem

Ops making too many mode and/or topic changes, either to desynch the channel, (see [desynch protection](#)) be an annoyance, a broken script, or any other reason. Regardless, the end effect is very annoying and could possibly cause problems.

## Solution

Use [/protegit](#) to configure protection against Topic Flood and Mode Flood. Both activate on a given number of changes in a number of seconds. Mode Flood does not count kicks, bans/unbans, ops/deops, or voices/devoices, only "channel" mode changes.

# Channel - Users in Lame Channels

## Problem

Users who join your channel are simultaneously in another, "lame" channel, such as a sex channel, warez channel, teen channel, hacking channel, etc. You may not want people in your channel from these channels, either because they tend to be known to cause problems, or because you don't want people in those channels finding out about your channel through /whois.

## Solution

Use /protegit to configure Lame Channels protection. You can specify any number of channels to match. You can enter specific channels (for example, #hacking) or channels that match a mask (such as #\*sex\* or #teen\*) and any user who is on a channel matching the list will have action taken when they join.

If one or more of the actions listed is "warn", the user will be warned, and the user will be checked again in thirty seconds if they are still on the channel.



## Contents-

[Installation and initial setup](#)  
[Included files](#)  
[Getting started](#)  
[How to add your own popups, aliases, and remotes](#)

[Feature reference](#)

[\*\*Configuration\*\*](#)

[\*\*Command reference\*\* sorted by command type](#)

[\*\*Command reference\*\* sorted by command name](#)

[Popup reference](#)

[Function key reference](#)

[\*\*Protecting yourself\*\*](#)

[Common questions and problems](#)

[Known bugs and quirks](#)

[Troubleshooting](#)

[Contacting the author \(e-mail and webpage\)](#)

[Getting upgrades \(patches to 3.20 as well as newer full versions\)](#)

[Getting P&P addons \(standalone additions to P&P to add functionality\)](#)

[Future versions](#)

[Version history](#)

[Scripting info \(making P&P addons\)](#)

## [About](#)

# *peace and protection*

*version 3.20 (fifth public release)*

A full-featured script for mIRC 5.41  
by Karla Little

IRC:     #peace&protection on Undernet  
Mail:    pnp@pairc.com  
WWW:    <http://pairc.com/pnp/>

# Command Reference (by type)

Click here for [commands sorted by name](#). Note that many commands have alternate spellings and/or abbreviations to ease their use; only one version of each command is shown here.

## Basic Commands

<a href="#">/chat</a>	<a href="#">/dcc</a>	<a href="#">/inv</a>	<a href="#">/msg</a>	<a href="#">/n</a>	<a href="#">/nick</a>
<a href="#">/q</a>	<a href="#">/quit</a>	<a href="#">/send</a>			

## Channel Joining and Parting

<a href="#">/autoj</a>	<a href="#">/fav</a>	<a href="#">/j</a>	<a href="#">/jp</a>	<a href="#">/p</a>	<a href="#">/rejoin</a>
<a href="#">/repjoin</a>					

## Pinging Commands

<a href="#">/avglag</a>	<a href="#">/dcp</a>	<a href="#">/fping</a>	<a href="#">/ping</a>	<a href="#">/sp</a>	<a href="#">/sping</a>
<a href="#">/vping</a>					

## Information (Channel, User, or Help)

<a href="#">/chaninfo</a>	<a href="#">/clones</a>	<a href="#">/dns</a>	<a href="#">/clrseen</a>	<a href="#">/clrstat</a>	<a href="#">/help</a>
<a href="#">/host</a>	<a href="#">/kickstat</a>	<a href="#">/names</a>	<a href="#">/myver</a>	<a href="#">/pp</a>	<a href="#">/sayseen</a>
<a href="#">/scan</a>	<a href="#">/seen</a>	<a href="#">/tome</a>	<a href="#">/userscan</a>	<a href="#">/w</a>	<a href="#">/who</a>
<a href="#">/ww</a>				<a href="#">/country</a>	<a href="#">/usa</a>

## CTCP Commands

<a href="#">/cinfo</a>	<a href="#">/ctcp</a>	<a href="#">/ctcpreply</a>	<a href="#">/fing</a>	<a href="#">/page</a>	<a href="#">/script</a>
<a href="#">/time</a>	<a href="#">/uinfo</a>	<a href="#">/ver</a>			

## Away System (Setting Away and Back)

<a href="#">/away</a>	<a href="#">/awaylog</a>	<a href="#">/back</a>	<a href="#">/pager</a>	<a href="#">/qa</a>	<a href="#">/qb</a>
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## Sound and Music

<a href="#">/all</a>	<a href="#">/autoget</a>	<a href="#">/cdesc</a>	<a href="#">/desc</a>	<a href="#">/dsound</a>	<a href="#">/mid</a>
<a href="#">/midindex</a>	<a href="#">/midrand</a>	<a href="#">/mp</a>	<a href="#">/mp2</a>	<a href="#">/mp2rand</a>	<a href="#">/mp3</a>
<a href="#">/mp3rand</a>	<a href="#">/mpindex</a>	<a href="#">/mprand</a>	<a href="#">/playlist</a>	<a href="#">/playlist2</a>	<a href="#">/playlist3</a>
<a href="#">/rsound</a>	<a href="#">/sound</a>	<a href="#">/splay</a>	<a href="#">/wav</a>	<a href="#">/wavindex</a>	<a href="#">/wavrand</a>
<a href="#">/z</a>	<a href="#">/zindex</a>	<a href="#">/zrand</a>			

## Opping and Voicing Users

<a href="#">/deop</a>	<a href="#">/devoc</a>	<a href="#">/dopme</a>	<a href="#">/fdeop</a>	<a href="#">/fdevoc</a>	<a href="#">/fop</a>
<a href="#">/fvoc</a>	<a href="#">/op</a>	<a href="#">/opme</a>	<a href="#">/voc</a>		

## Kicking and Banning Users

<a href="#">/ban</a>	<a href="#">/banlast</a>	<a href="#">/black</a>	<a href="#">/cb</a>	<a href="#">/cb0</a>	<a href="#">/cb2</a>
<a href="#">/clrclones</a>	<a href="#">/fban</a>	<a href="#">/fk</a>	<a href="#">/fknoop</a>	<a href="#">/k</a>	<a href="#">/kb</a>

/kb0      /kb2      /reban      /tempban      /unban

## Setting Modes and Topics

/demod      /etopic      /m      /mod      /mtn      /strict  
/strictinfo      /t      /umode

## Group/"Mass" Messages and Notices

/aame      /aamsg      /acme      /acmsg      /allbut      /ame  
/amsg      /massn      /o      /ov

## Colors and Text Styles

/checker      /cnc      /cncoff      /codes      /color      /color2  
/colorwin      /funky      /saycolor      /showcolor

## Personal Protection and Annoyance Reduction

/911      /arp      /defld      /detect      /ign      /netstat  
/ports      /portup      /reign      /rn      /unign      /urn

## Files and Logging

/dellog      /edit      /ff      /notes      /recent      /savelog  
/viewlog

## Configuration and User Levels

/addons      /auth      /blackedit      /colors      /config      /ctcpedit  
/elements      /fonts      /patches      /protegit      /schemes  
/user      /useredit

## CD (Compact Disc) Player

/cd      /cdcheck      /cddrive      /cdedit      /cdini      /cdplay  
/cdview

## E-Mail Checking and Sending

/eacc      /ebook      /ecfg      /echeck      /email      /esend

## Bots and Service Usage (X/W/ChanServ)

/bot      /botlist      /cmsg      /ch      /wmsg      /x  
/xmsg

## Event/Notice Repetition

/ele      /eln      /rle      /rln      /sle      /sln

## Miscellaneous Commands

/about      /alarm      /auto      /b      /flush      /finduser

[/nearserv](#)  
[/login](#)

[/notify](#)

[/server](#)

[/clearrr](#)

[/rr](#)

[/irclogin](#)

## Command Reference (by name)

Click here for [commands sorted by type](#). Note that many commands have alternate spellings and/or abbreviations to ease their use; all versions of these commands are listed here.

[/911](#)

[/a](#)

[/aame](#)

[/aamsq](#)

[/about](#)

[/acme](#)

[/acmsg](#)

[/addon](#)

[/addons](#)

[/alarm](#)

[/all](#)

[/allbut](#)

[/alog](#)

[/ame](#)

[/amsq](#)

[/arp](#)

[/auth](#)

[/auto](#)

[/autoget](#)

[/autoj](#)

[/avglag](#)

[/away](#)

[/awaylog](#)

[/b](#)

[/back](#)

[/ban](#)

[/banlast](#)

[/bantemp](#)

[/bc](#)

[/bc0](#)

[/bc2](#)

[/bk](#)

[/bk0](#)

[/bk2](#)

[/bktemp](#)

[/black](#)

[/blackedit](#)

[/bot](#)

[/botlist](#)

[/c](#)

[/cb](#)

[/cb0](#)

[/cb2](#)

[/cd](#)

[/cdcheck](#)

[/cddrive](#)

[/cdedit](#)

[/cdesc](#)

/cdini  
/cdplay  
/cdview  
/chaninfo  
/chat  
/checker  
/cinfo  
/clearr  
/clientinfo  
/clone  
/clones  
/clrlclone  
/clrlclones  
/clrseen  
/clrstat  
/cmsg  
/cnc  
/cncoff  
/codes  
/color  
/color2  
/colors  
/colorwin  
/config  
/ch  
/country  
/csmg  
/ctcp  
/ctcpedit  
/ctcpreply  
/cycle  
/date  
/dcc  
/dcp  
/defld  
/dellog  
/demod  
/deop  
/desc  
/detect  
/dev  
/devoc  
/dmod  
/dns  
/dop  
/dopme  
/drand  
/dsound  
/dv  
/dvoc  
/eaddr  
/eacc  
/ebook  
/ecfg  
/echeck  
/edit

/ele  
/elements  
/eln  
/email  
/esend  
/etopic  
/ew  
/fakeping  
/fav  
/fbn  
/fdeop  
/fdev  
/fdevoc  
/fdop  
/fdv  
/fdvoc  
/ff  
/find  
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/flush  
/fk  
/fkноп  
/fonts  
/fop  
/fping  
/funky  
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/got  
/help  
/host  
/icmp  
/ign  
/inv  
/invite  
/irclogin  
/j  
/join  
/jp  
/k  
/kb  
/kb0  
/kb2  
/kbtemp  
/kick  
/kickstat  
/kstat  
/lastban  
/login  
/lv  
/m  
/massn  
/mid  
/midindex  
/midrand

[/mod](#)  
[/mode](#)  
[/mp](#)  
[/mp2](#)  
[/mp2rand](#)  
[/mp3](#)  
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[/mpindex](#)  
[/mprand](#)  
[/msg](#)  
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[/names](#)  
[/nearserv](#)  
[/netstat](#)  
[/nick](#)  
[/notes](#)  
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[/notify](#)  
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[/op](#)  
[/opme](#)  
[/ov](#)  
[/ovnotice](#)  
[/p](#)  
[/p&p](#)  
[/page](#)  
[/pager](#)  
[/part](#)  
[/patch](#)  
[/patches](#)  
[/ping](#)  
[/pj](#)  
[/playlist](#)  
[/playlist2](#)  
[/playlist3](#)  
[/ports](#)  
[/portup](#)  
[/pp](#)  
[/proteedit](#)  
[/ps](#)  
[/q](#)  
[/qa](#)  
[/qb](#)  
[/query](#)  
[/quit](#)  
[/randmid](#)  
[/randmp](#)  
[/randmp2](#)  
[/randmp3](#)  
[/randwav](#)  
[/randz](#)  
[/reban](#)  
[/rec](#)



/recent  
/reign  
/rejoin  
/rejoin  
/rle  
/rln  
/rn  
/rr  
/rrand  
/rrset  
/rrclear  
/rsound  
/s  
/savelog  
/saycolor  
/sayseen  
/scan  
/schemes  
/script  
/seen  
/send  
/server  
/setrr  
/showcolor  
/sle  
/sln  
/sound  
/sp  
/sping  
/splay  
/sseen  
/strict  
/strictinfo  
/t  
/tempban  
/tempbk  
/tempkb  
/time  
/tome  
/topic  
/umode  
/unban  
/uinfo  
/unign  
/urn  
/usa  
/user  
/useredit  
/userinfo  
/userlevel  
/userscan  
/v  
/ver  
/verping  
/version  
/viewlog

/vlog  
/voc  
/vping  
/w  
/wall  
/wallvoc  
/wav  
/wavindex  
/wavrand  
/who  
/whois  
/whowas  
/wmsg  
/ww  
/x  
/xmsg  
/z  
/zindex  
/zrand

## Function Key Reference

Click on a function key to learn what it does in normal function key mode. Most will simply give short descriptions and point you to a command for further details.

You will be reminded of the functions of many FKeys as you use P&P, so don't worry about memorizing some of the more complex ones.

	Normal	While holding Shift	While holding Ctrl
F1	<a href="#">Normal F1</a>	<a href="#">Shift + F1</a>	<a href="#">Ctrl + F1</a>
F2	<a href="#">Normal F2</a>	<a href="#">Shift + F2</a>	<a href="#">Ctrl + F2</a>
F3	<a href="#">Normal F3</a>	<a href="#">Shift + F3</a>	<a href="#">Ctrl + F3</a>
F4	<a href="#">Normal F4</a>	<a href="#">Shift + F4</a>	<a href="#">Ctrl + F4</a>
F5	<a href="#">Normal F5</a>	<a href="#">Shift + F5</a>	<a href="#">Ctrl + F5</a>
F6	<a href="#">Normal F6</a>	<a href="#">Shift + F6</a>	<a href="#">Ctrl + F6</a>
F7	<a href="#">Normal F7</a>	<a href="#">Shift + F7</a>	<a href="#">Ctrl + F7</a>
F8	<a href="#">Normal F8</a>	<a href="#">Shift + F8</a>	<a href="#">Ctrl + F8</a>
F9	<a href="#">Normal F9</a>	<a href="#">Shift + F9</a>	<a href="#">Ctrl + F9</a>
F10	<a href="#">Normal F10</a>	<a href="#">Shift + F10</a>	<a href="#">Ctrl + F10</a>
F11	<a href="#">Normal F11</a>	<a href="#">Shift + F11</a>	<a href="#">Ctrl + F11</a>
F12	<a href="#">Normal F12</a>	<a href="#">Shift + F12</a>	<a href="#">Ctrl + F12</a>

## Popup Reference

Popups are accessed by right-clicking in a window in mIRC, selecting a nickname in a channel and right-clicking, or selecting the P&P Tools menu on the menubar.

Select a set of popups to get help on-

[Channel window](#)  
[Menubar \(P&P Tools menu\)](#)  
[Nickname list \(in channel\)](#)  
[Query/chat window](#)  
[Status window](#)

[@Away log](#)  
[@Banlist \(for a channel\)](#)  
[@Blacklist editor](#)  
[@CD Info](#)  
[@Express File Finder](#)  
[@IPs connected](#)  
[@Ping Basket](#)  
[@Ports \(for server\)](#)  
[@Roulette selection \(for sound files\)](#)  
[@Server usage \(from a channel scan\)](#)  
[@Userlist editor](#)  
[@Whois Tome](#)

[@Address book](#)  
[@Compose e-mail](#)  
[@EMail check](#)  
[@EMail# \(received e-mail\)](#)

# Configuration

Type /config (or select from the PP Tools menu) to open Peace and Protection configuration. From there you can double-click on a topic to edit those options, and on an option to edit it.

Select a configuration topic to get details on options-

General Display Options/Colors and Fonts

Whois/Ping Display

Personal Protection

DCC Options

Away System

Sound System

Channel Protection/Options

Notify Options

Event Flashing

Wallop/Servernotice Filtering and Display

CTCP Replies

Misc. Options

Messages

# Feature Reference

To learn more about all of P&P's various features, select a topic below. You may also find it helpful to browse the [popup reference](#) and/or the [command reference](#).

[Away System](#)  
[Banning Methods](#)  
[CD Player](#)  
[Channel Protection](#)  
[Configuration and Navigation](#)  
[DALnet Support](#)  
[Display](#) (in general)  
[E-Mail System](#) (addon)  
[File Management](#)  
[Fun Stuff](#)  
[Joining Channels](#)  
[Nickname Changing](#)  
[Notify Features](#)  
[Personal Protection](#)  
[Pinging Enhancements](#)  
[Shortcuts](#)  
[Sound System](#)  
[Undernet Support](#)  
[Userlevels](#)  
[Whois Enhancements](#)  
  
[Miscellaneous](#)

## Installation-

Installation of Peace and Protection 3.20 is simple. You will need a copy of mIRC 5.41 for Peace and Protection to work. P&P does not include mIRC, however you can get a copy from <http://www.mirc.co.uk/>.

If you already have a copy of mIRC or P&P installed, it is recommended that you install P&P 3.20 to a **different** directory. If you save your old settings in this way, P&P can import them later. Now install mIRC 5.41 into a directory on your hard drive, such as **c:\mIRC**.

Now, run **PP-320.EXE**. This is a self-extracting archive, and will prompt you for a directory to install to. Install it in the same directory you just installed mIRC 5.41 into.

Alternatively, you can install P&P to any directory, and then copy **MIRC32.EXE** and the other mIRC 5.41 files into this directory, **however**, do **not** copy **MIRC.INI**. Peace and Protection comes with its own **MIRC.INI** and if you overwrite it, it will **not** work.

When this is complete, run **MIRC32.EXE** and you will proceed to initial setup.

## Initial Setup-

When you run P&P for the first time, you will be asked to confirm that you wish to proceed to initial setup. (if you cancel, you will exit mIRC.) This is provided because while P&P is autodetecting your system and performing initial setup, you cannot exit mIRC nor use other applications, and this initial setup may take some time.

P&P will then proceed to search your hard drive to detect your operating system and locate any MP2/MP3 players you may have, as well as locate any previous configurations of mIRC and P&P you may have. P&P will also determine your screen size and window size to provide optimal display. During this time P&P is also scanning your drives to determine where your MP2/3, Wav, and Mid directorys are. This whole process is automated and may take a few minutes. You can opt to skip the drive scan if it causes problems.

If P&P found any previous versions of mIRC or P&P, you will be asked whether you would like to import settings from any of them. This is optional and you may decline to import settings if you desire.

P&P will now proceed to ask you a series of configuration questions. These do not attempt to ask you about every detail of P&P configuration- instead, they are intended to let you immediately set some of the more common options of P&P. All of these options, and many more, can be changed or viewed at anytime in P&P. If you do not understand one of the questions, you may press Enter to accept a default value.

If P&P found any MP2/MP3 players, you will be asked which one you would like to use for P&P's MP playing features. You may elect to select no player if you do not wish to use these features.

Finally, you will be asked to select which directory(s) you wish P&P to use to play MP2/3 files from, Wav files from, and Mid files from. When this is complete, your initial setup will be complete and you can proceed to use P&P.

If you wish to change these settings or other settings, you may do so via P&P [configuration](#) at any time.

## Adding Your Own Popups

Adding your own popups to Peace and Protection is simple. P&P stores its popups in remotes, so there is lots of space for you to add your own popups in mIRC's popup editor. To add popups, simply press Alt+P to access mIRC's popup editor. Select the section using the View menu, and add your popups as normal. They will appear at the top of the appropriate popup menu. For information on the syntax used to add popups, see mIRC help, as teaching you to create popups is beyond the scope of this file.



## Adding Your Own Aliases

Adding your own aliases to Peace and Protection is simple. Simply press Alt+A to access mIRC's alias editor, and select "aliases.mrc" from the View menu. You will now have an entire blank file for adding your own aliases. For help on aliases, see mIRC help, as teaching you to create aliases is beyond the scope of this file.

You should probably not add any aliases that override default P&P aliases as this may cause unpredictable behavior. To find out if an alias is used, if you are not sure, type /help *alias* and if help cannot be found on that command, it is probably unused. Most single-letter aliases are used. The unused ones (that you can use) are */d*, */e*, */f*, */g*, */h*, */i*, */l*, */r*, */u*, and */y*.

If you wish to use mIRC's Load command (from the File menu in the Aliases editor, or */load*) to load additional aliases files, this will work as well. Again, see mIRC's help for details.

## Adding Your Own Remotes

Adding your own remotes to Peace and Protection is simple. Simply press Alt+R to access mIRC's remote editor, and select "remotes.mrc" from the View menu. You will now have an entire blank file for adding your own remotes. For help on remotes, see mIRC help, as teaching you to create remotes is beyond the scope of this file.

Be careful in adding DNS and INPUT remotes as these could potentially override or conflict with P&P behavior. Raws for who, whois, userhost, and names output may need to be done carefully as P&P often grabs this info in the background and hides the output.

See [scripting info](#) for more detailed information on creating remotes that will interface well with P&P's default behavior, and making these into distributable P&P addons if you desire.

# Getting Started

See [installation](#) and [initial setup](#) for the initial steps in getting started with P&P.

If you want to create a shortcut to P&P or mIRC on your desktop or start menu, P&P includes a neat little icon you can use in the mIRC directory. (**peacepro.ico**)

Once you are in P&P, press Alt+E and enter your standard mIRC setup info, if it was not imported by the installer. Then select a server from this dialog or by right-clicking in the [status window](#), and connect to IRC.

You can now IRC as normal. Many new shortcuts are available, such as **/j channel** instead of [/join #channel](#), [/w](#) for [/whois](#), [/k](#) for [/kick](#), [/op](#) to op users, [/t](#) to change the topic, etc. Browse through the [popups](#) in each window and on the channel nickname list for all the various P&P options.

You may want to [configure](#) P&P using [/config](#), to better suit you, or browse more through this help file for more information as you wish to learn more about what P&P can do. Most useful may be the [features reference](#) and the [commands reference](#).

## Included Files

The following files should all have been included with P&P.

mircc.ini	Required or P&P will not load properly. (do not overwrite)
peacepro.hlp	This help file
peacepro.ico	Peace and Protection icon
readme.txt	Installation info
logs\logs.dir	Ensures the logs directory is created
download\download.dir	Ensures a download directory is created
sounds\pager.wav	A small, default pager sound
addons\uemail1.mrc	The e-mail addon included with P&P
addons\uemail2.mrc	
addons\ultemail.ppa	
pp300\va-config1.mrc	These files are all internal to P&P
pp300\va-config2.mrc	
pp300\va-first.mrc	
pp300\va-fkeys.mrc	
pp300\va-idents.mrc	
pp300\va-intern.mrc	
pp300\va-intrn2.mrc	
pp300\va-main1.mrc	
pp300\va-main2.mrc	
pp300\va-main3.mrc	
pp300\va-main4.mrc	
pp300\va-main5.mrc	
pp300\va-patch.mrc	
pp300\va-wraps.mrc	
pp300\about.txt	
pp300\aliases.mrc	
pp300\cdinfo.com	
pp300\colors.txt	
pp300\config.ini	
pp300\configs.ini	
pp300\default.ini	
pp300\do-arp.bat	
pp300\do-cd.bat	
pp300\do-ns.bat	
pp300\fancy.ini	
pp300\first.ini	
pp300\fontopt.txt	
pp300\fontsamp.txt	
pp300\helps.ini	
pp300\kicks.txt	
pp300\loop-ns.bat	
pp300\m-portup.ini	
pp300\p-chan.mrc	
pp300\p-nserv.mrc	
pp300\p-other1.mrc	
pp300\p-other2.mrc	
pp300\p-qmenu.mrc	
pp300\poke.exe	
pp300\portup1.ini	
pp300\protedit.ini	
pp300\qhelp.ini	

pp300\away.mrc  
pp300\disp.mrc  
pp300\first.mrc  
pp300\flood.mrc  
pp300\hidden.mrc  
pp300\main.mrc  
pp300\misc.mrc  
pp300\notice.mrc  
pp300\reply.mrc  
pp300\sound.mrc  
pp300\whois.mrc  
pp300\remotes.mrc  
pp300\sample.txt  
pp300\sleep.exe  
pp300\styles.ini  
pp300\users.ini  
pp300\variable.mrc  
pp300\y-chan.mrc  
pp300\y-menu.mrc  
pp300\y-nick.mrc  
pp300\y-query.mrc  
pp300\y-status.mrc

### **mIRC 5.41 notes**

mIRC 5.41 can be downloaded at <http://www.mirc.co.uk/>. P&P 3.20 will NOT work with any previous version of mIRC. If a more recent version of mIRC is available please check the P&P homepage before attempting to use P&P with it. You may use either the 16 bit or 32 bit version of mIRC.

### **mIRC's DCC server**

The DCC server is a useful feature that was added in mIRC 5.1. It allows people to send you files and DCC chat requests directly to your computer's IP address, without going through the IRC server first. This has numerous advantages- The request will reach your computer (usually) much faster, avoiding any lag or split servers. You can even receive chat and send requests when you are not connected to IRC if a user knows your IP. (easily found out using a or /whowas.)

DCC server connections (chats/sends to a user's IP) **only** work if both users have mIRC 5.1 or later and the target user has the DCC server enabled. P&P enables this by default, to enable it in mIRC go into DCC options, to the "Server" tab, and enable it, making sure to enable it specifically for chats and/or sends as well. (port should be 59 in most cases.)

## Lag

"Lag" is how long it takes for a message to reach a user. Under good situations messages should reach their destination in a few seconds. Under bad situations ten or twenty seconds, or even a number of minutes may be required. Bad situations may be caused by high network traffic, low bandwidth, other internet applications, network problems, etc. Lag is measured using pings.



## Pings

A "ping" is a very useful tool, used to measure lag. A ping sends a special message to a user, to which the user automatically replies back. When the reply is received, the time taken to reply can be calculated. In this way, the lag is measured.

Pings can be sent to entire channels as well; this is pretty much the same as pinging each individual user.

## Nick completion

These commands support nick-completion. You may elect to only enter the partial nickname of a user, and P&P will automatically find a matching user. If the command applies to a specific channel, then only users on that channel are matched; otherwise, any user on any channel as well as your notify list is matched.

You may enable or disable nick-completion within commands in P&P configuration.

### **Peace and Protection only**

One or more of these commands is designed for Peace and Protection users and will most likely only work if the target user also has Peace and Protection.

## E-Mail addon

These commands are not installed by default- you must install the included e-mail addon in order to use them. Type /addons to install P&P addons.

## X/W support

These commands support the use of X or W. If you are not opped, and you use them, they will automatically attempt to use X or W if present. If you are opped, you can use ***/x command*** and the command will be performed through X or W if present.

This assumes you are logged in and have the proper access.

## ChanServ support

These commands support the use of ChanServ. If you are not opped, and you use them, they will automatically attempt to use ChanServ if you are on DALnet. If you are opped, you can use **/cs *command*** and the command will be performed through ChanServ if on DALnet.

If the command performs a ban, using ChanServ will add the user to the AKick list. The user will NOT automatically be kickbanned by ChanServ at that time. (this is the only functionality ChanServ supports.)

This assumes you are logged in and have the proper access.

### **Setup (configuration) may be needed**

These commands may require certain P&P configuration options to be set before they work properly. For example, last-seen commands will not work until last-seen recording is enabled in Misc. Options.

## Multiple user support

This command can be performed on multiple users simply by separating their nicknames with commas. For example, **/msg pai,khaled,other message to many people.**

Certain commands such as **/op** and **/voc** will also allow the users to be separated with spaces; this only applies when there are no other parameters to a command.

If this command supports channel targets (such as pings) then you can specify multiple channels separated by commas, or even a mixture of channels and nicknames.



## Self-lag

Self-lag is the amount of time it takes for a ping to travel to your IRC server and back to you. It is usually under a second. When self-lag rises, it is either a bandwidth/connection problem or an IRC server problem.

If you are using a lot of other Internet applications, such as downloading files or web pages, your self-lag may rise since not as much "bandwidth" is available to IRC. This is normal and can be disregarded.

Any other reason for self-lag is usually a problem. Some examples would be a bad connection to your ISP, disconnection from your ISP or IRC server, or an impending net-split. Other problems may include attacks from other users such as a nuke, ICMP ping, or other DoS attack.

P&P by default checks your self-lag every 20 seconds or so and warns you if it rises too high so you can be alert to any possible problems.

## Net splits (and merges)

Most IRC networks are composed of a multitude of IRC servers all interconnected. Sometimes there are problems with these connections, or there is a need to disconnect a server from another server. When this happens, a net-split occurs. One of the servers disconnects from another of the servers.

This causes all users on one side of the disconnection to be "split off" from all users on the other side. You will see users quit with messages such as (Regensburg.DE.EU.undernet.org  
Goettingen.DE.EU.Undernet.Org). This means that these two servers split from each other, and that they were on the opposite side of the split as you. On their computer, they have just seen you quit with the same message.

After some time the split server(s) will reconnect to the network. This is called a net-merge. On your computer you will see the users appear to rejoin any channels they were on. On their computer, they are seeing you rejoin.

Usually lag to users that just remerged is high for a while as the servers struggle to keep up with the backload of information generated from the merge.

## Nukes

A "nuke" is a common IRC attack where a user sends a large number of "ICMP unreachable" packets to your computer. These packets attempt to disconnect you from your IRC server by making your computer think that there is an error in your connection to the server.

See [protecting from nukes](#) for detailed information, including ways to detect and protect yourself from such attacks.

This attack is what "nuke" originally referred to, however recently it has been used to describe a number of other Internet [DoS attacks](#).

## ICMP ping

ICMP pings are the basis of an IRC attack where a user sends a large number of "ICMP echo request" packets to your computer. Your computer automatically responds to these packets. The end result is that the majority of your Internet bandwidth is used up receiving and sending packets, and your IRC server disconnects you, thinking you are gone.

See [protecting from ICMP pings](#) for detailed information, including ways to detect and protect yourself from such attacks.

This attack falls into the category of Internet [DoS attacks](#).

## DoS attacks

DoS stands for Denial of Service, and is used to refer to any attack that attempts to deny you of the service your Internet provider or IRC server is providing you. This includes any attack that disconnects you from IRC, locks up your computer, or messes up your IRC or ISP connection.

These attacks are **illegal** and prosecutable by law with heavy fines.

This help file contains detailed information on detecting and protecting from the following attacks:

CTCP flood

Nukes (ICMP unreachable)

ICMP ping (ICMP echo)

"Winnuke" (OOB)

"SSPing" (fragmented ICMP echo)

UDP flood

P&P also contains protection from a good number of other attacks and annoyances against yourself or a channel, that do not always fall into the traditional category of DoS.

## Address look-up

This command requires the address (user@host) of a user before it can be performed. If mIRC does not know the address of the user you perform it on, the command will be delayed as P&P looks up the address on the IRC server. The command will then be performed as normal.

Note that this can be an important **feature** of P&P- For example, if you try to ban someone from a channel who isn't there, their address will be looked up and a ban performed as normal.

## Address masks

A user's address is composed of their nickname plus address seen in a /whois. If my nickname is pai and my address is goddess@port101.ca.earthlink.net, my address is **pai!goddess@port101.ca.earthlink.net**.

An address **mask** is used to match users. My address would match any of the following masks- **\*!\*@\***, **pai!\*@\***, **\*earthlink\***, **\*!\*goddess@\*.earthlink.net**. This last mask is the most commonly seen mask used for bans and other purposes. Notice how **\*** will match zero or more characters. **?** can be used to match exactly one character (for example **p?!god\*s@\*e?rthlink\***)

## Clones

Clones are multiple connections to the same IRC network from the same person or host. They serve many purposes, both good and bad. However if a user starts to bring multiple clones into a channel the purpose is usually some form of attack or annoyance. Since clones in the same channel are **usually** not needed, you may want to keep an eye out even for single clones.

Clones are spotted by their matching addresses. For example-

```
*** Pai has joined #anime (goddess@port101.ca.earthlink.net)
*** MeToo has joined #anime (goddess@port101.ca.earthlink.net)
```

These are clones. The identd does not have to be the same. Some BBSes and small ISPs will cause all of their users to appear to be clones, since they do not assign unique addresses to each user. If the identd of the users are different, this may be the case.



## Identd

A user's identd is the portion of their address to the left of the @ sign. For example, if **misspai** is **goddess@port101.ca.earthlink.net**, then **goddess** is the identd.

Most users never (or rarely) change their identd, so it is a good way to identify them if they change nicknames or even Internet providers.

## Extended whois

An "extended" whois is the same as a normal whois, however it requests the user's information from the server they are on instead of just getting it from the server you are on. This has the advantage that you will always get a user's idle time and signon time, and any away reason that was lost due to a net-split.

The main disadvantage of an extended whois is that since the query must travel to the user's server and back, it is affected by lag.

## CTCPs

CTCP stands for Client To Client Protocol. It is simply a method of transferring non-standard data between clients, including requests for information. Pings, version requests, playing sounds, and even the traditional /me action use CTCPs to transfer their data. Most CTCPs are a method of requesting a client to return some form of information, such as their version or local time.

## Ops

These commands require that you be opped on the channel or they will not work properly. They may support automatic use of X, W, ChanServ, or a bot in your [botlist](#) if you are not opped.

## Voice

When a user is voiced (+v) they will have a + sign next to their nick. The technical meaning of this is that they can talk in a channel that is moderated. (+m) When a channel is moderated, only ops and voiced users may speak. Also, on Undernet, a banned user cannot talk but they can if they are voiced. This allows you to ban an entire domain, but invite and voice certain users so they can "get around" this ban.

Aside from this, being voiced means nothing special. Some channels use it to denote friends, or users who are 'half-op' or in training to be ops. Some bots may assign special meaning to voiced users.

## User levels

The following user levels are used in P&P. Numeric levels have all access that previous levels have- A user with level 75 also has all priviledges of level 50 and 25.

- 1** Basic user level, **no** special access
- 25** You will **not** enforce any /strict topics or modes over this user's changes
- 50** P&P will not **automatically** kick, ban, or deop this user due to protections.
- 75** **Protected**- If another user (below level **50**) kicks, bans, or deops this user, you will undo the ban or deop and then perform a similar action on the offender.
- 175** CTCP DO access- don't give to a user unless you fully understand!

The following non-numeric levels are used- A user can have any number of these in addition to a numeric level.

- chat** You will automatically accept DCC **chats** from this user
- send** You will automatically accept DCC **sends** from this user
- nodcc** You will **ignore** all DCC chats and sends from this user
- voice** You will automatically **voice** this user when they join a channel you are opped on
- op** User can get **opped** by you by sending you a CTCP with a password. This can apply to only certain channels, or all channels, your choice.
- nopw** Combine with **op** and user does not need a **password** to get ops- it is automatic.
- color##** User is colored that color in the user list, for example **color4** would be bright red.

## CTCP DO access

This access can be useful but potentially **dangerous**. It lets a user send you CTCPs of the form **DO /command** and cause you to perform that command. **No** limitations are given on this ability so **only** give this access to users you trust. It's useful if you need yourself or others to be able to remotely control your IRC session.

This access is **disabled** by default. To enable it you must type **/enable #doaccess**. This change is permanent.

## Commands for users with OP access

A user with the **op** userlevel can send you any of the following commands via CTCP.

**HELP**- This will send the user help on the commands they can use

**PASS** *[old] new*- This will set the user's password that they use to request ops. If they already have a password, they must specify the old one as well as the new one.

**OPME** *[#channel] password*- This will op the user, if the password is correct. If they specify a channel, that channel is where they will be opped. Otherwise, they will be opped on all channels you have given them access on.

If the user has **nopw** userlevel, they do not need a password and can use **OPME** without a password.



## NickServ

NickServ is a service provided by DALnet that allows users to register their nicknames and prevent other users from using it. Although other networks may have services named "NickServ", P&P is only designed and tested to support the NickServ on DALnet.

If you wish to use NickServ features on another net, type **/\_popdal** after connecting to the server.

DALnet has two other major services- [MemoServ](#) and [ChanServ](#).

## MemoServ

MemoServ is a service provided by DALnet that allows users with registered nicknames to receive memos while they are not online. Although other networks may have services named "MemoServ", P&P is only designed and tested to support the MemoServ on DALnet.

If you wish to use MemoServ features on another net, type **/\_popdal** after connecting to the server.

DALnet has two other major services- NickServ and ChanServ.

## ChanServ

ChanServ is a service provided by DALnet that allows users to register and "own" channels, maintaining op and ban lists and preventing channel takeovers. Although other networks may have services named "ChanServ", P&P is only designed and tested to support the ChanServ on DALnet.

If you wish to use ChanServ features on another net, type **/\_popdal** after connecting to the server.

DALnet has two other major services- NickServ and MemoServ.

## **X and W**

X and W are channel bots provided as a service by Undernet. They allow a channel to maintain op and ban lists and prevent channel takeovers. Undernet is the only network that I know of that uses X and W bots, and is the only network that P&P is designed to use X and W on.

## Channel modes

The following standard channel modes are available- (all modes may be prefixed with a - to turn them off, for example -s)

- +i** **Invite** only- Users must be invited in order to join the channel. (see /invite)
- +k** **Key** required- Users must know the correct channel key ("password") in order to join. (see /join) When setting or disabling, include the key, for example /mode #saturn +k mypass.
- +l** User **limit**- Sets a number that limits the maximum number of users on the channel at any one time to that count. When setting, include a number, for example /mode #anime +l 50.
- +m** **Moderate**- Only users with ops or voice can speak on the channel. (see /mod)
- +n** **No** external msgs- Users who aren't on the channel can't send messages to the channel (IE speak on it) This mode is nearly always set for any channel.
- +p** **Private**- Hides this channel in /whois, /who, and /names commands. Usually **+s** is used instead.
- +s** **Secret**- Hides this channel in /whois, /who, /list, and /names commands.
- +t** **Topic** by ops only- The topic can only be changed by users with ops. This mode is usually on for most channels.

The following standard modes are given to users, but they are still "channel" modes, specific to a channel, set using /mode-

- +b** **Bans** a user from the channel. Ban masks use wildcards and are matched against a user's entire address, for example **\*!\*goddess@\*.earthlink.net**.
- +o** **Ops** a user. Opped users are the only ones who can change modes, kick users, and if mode **+t** is set, change the topic.
- +v** **Voices** a user.

Certain networks may have other channel modes unique to that network.

### Toggle option

This popup item will have a little mark next to it if it is currently active.

## "Really slow" features

The following features may cause noticeable delays on slower computers-

- Color nicklist
- Record last seen data
- Scan for clones when you join a channel
- Scan for blacklisted users when you are opped
- Show any kickstats for a user when they join
- Caps Flood protection
- Caps Abuse protection
- Invalid Identd protection
- Word Kicks protection

## "Somewhat slow" features

The following features may cause delays on some computers-

- On extreme color flood, ignore colors to prevent 'screen lag'
- If user says an awayword in channel send notice that you are away
- When user changes nick, check to see if new nick is blacklisted
- Check for and warn when a user joining a channel is an IRCop
- Log channel activity (modes, etc.) to ACTIVITY.LOG
- Auto sync userlist if voiced then deopped
- Show you text people type in your background color
- Attribute Abuse protection
- Attribute Flood protection
- Repeating protection
- Revolving Door protection



## **&codes& supported by all messages**

The following &codes& will be replaced on any configurable message. Each message may have it's own &codes& specific to it as well.

**&me&** Replaced with your current nickname.

**&ver&** Replaced with your version of Peace and Protection, for example 3.20.

**&[&** Replaced with the left bracket defined in display elements. (see below)

**&]&** Replaced with the right bracket defined in display elements. (see below)

**&col1&** Replaced with a random color. All &col1& will use the same color.

**&col2&** Replaced with a random color. All &col2& will use the same color. The color used for &col2& will never be the same as the color used for &col1&.

Note that the random colors are chosen based on a white background, regardless of the background color you use, since the majority of users who will view it use a white background.

The brackets correspond to the brackets seen if you type /ver, for example **-(and)-**.

For example, "Hi I'm &me& using P&P &ver&" may appear as "Hi I'm JoeSchmoe using P&P 3.20".

## &counters& in messages

You can have P&P keep track of how many kicks you've made, how many sounds you've played, etc. in your custom messages by using special &codes& for "counters". An example of a counter is &countp-kick&. This would be used for a kick counter. The "&count" part is required. The "p" means it is a **p**ermanent counter, and will never be reset to zero. The "-" (dash) is required. The "kick" is the name of the counter, and the final "&" ends the code. For reference, the counter format is-

&count?-**name**&

"**name**" is the name of the counter, and can be anything. **?** can be any of the following-

- p**      **P**ermanent counter (never reset to zero)
- e**      Counter that resets to zero when you **e**xit mIRC.
- c**      Counter that resets to zero when you **c**onnect to IRC.

## **\$identifiers\$ in messages**

You can have P&P evaluate custom mIRC \$identifiers in your custom messages. This is an **advanced** topic, only for users who understand how to use \$identifiers in mIRC scripting.

To have P&P insert the value of "\$identifier", insert **!\$identifier\$** in your message.

To have P&P perform "\$identifier" with parameters, insert **<\$identifier\$** before the parameters, and **>\$identifier\$** after the parameters. For example, to call \$colori with "text" as the parameters, use **<\$colori\$text<\$colori\$**. The parameters can include &codes& and can be nested.

A more detailed example- A kick message wrapper of "<\$colori\$&msg&>\$colori\$ !\$timestamp\$" would call \$colori with the kick message as a parameter, randomly coloring it, then add a timestamp at the end of the message. In normal mIRC scripting, this would look something like "\$colori(%message)\$timestamp".

Note that this system needs no usage of \$+ like normal mIRC scripting, as no spaces are required around these identifiers.

Some identifiers P&P supplies that you may wish to use-

<b>\$colori</b>	Random colors (see <u>/color</u> )
<b>\$color2i</b>	Random colors and greys (see <u>/color2</u> )
<b>\$funky</b>	Random colors and attributes (see <u>/funky</u> )
<b>\$checker</b>	Random checkerboard style (see <u>/checker</u> )
<b>\$linei</b>	Random underlining
<b>\$boldi</b>	Random bolding
<b>\$codei</b>	Random underlining and bolding (see <u>/codes</u> )
<b>\$randomi</b>	Random line selected from a file (pass filename as parameter)
<b>\$%</b>	Returns the variable. (For example, <\$%\$var>\$%\$ or !\$%(var)\$ will return %var)

## NukeNabber

NukeNabber is a program by Puppet that can be used to detect unwanted UDP, TCP, and ICMP unreachable attacks. It can monitor up to 50 UDP and TCP ports you specify, as well as detect ICMP unreachable nukes and port scans. It minimizes nicely to the system tray and will blink and play a sound when a connection is detected. NukeNabber can also perform some automatic information gathering when an attacker is detected. No actual protection against ICMP unreachable attacks is made, only detection.

NukeNabber's included script is compatible with P&P if you wish to load it. The latest version of NukeNabber at the time of writing this help file was 2.1.

NukeNabber can be freely used with no payment. NukeNabber and more info can be obtained at-

<http://www.dynamicsol.com/puppet>

## ICMP Watch

Yes, I **know** this is a 7th Sphere program, and no I do **not** endorse the use of war or 7th Sphere. However, the makers of 7th Sphere have created a fairly useful little utility called ICMP Watch. It detects and logs any ICMP unreachable packets you may receive, warning you when one is detected. Although it has options for ICMP echo they do not work.

The latest version of ICMP Watch at the time of writing this help file was 1.3.

ICMP Watch can be freely used with no payment. ICMP Watch can be obtained at- (separately from the rest of 7th Sphere which is not worth your time)

<http://www.darkening.com/>

## **ICMP Interceptor**

ICMP Interceptor, by S.A.B.R.O. Net, can be used to detect and log all ICMP-based attacks. This includes ICMP unreachable nukes and ICMP echo attacks. Note that it does not properly catch ICMP echo attacks on many systems.

No version information was provided with ICMP Interceptor.

ICMP Interceptor can be freely used with no payment. ICMP Interceptor can be obtained at-

<http://www.indy.net/~sabronet/>

## **McAfee PCFirewall**

PCFirewall, by McAfee, can be used to deny access to any TCP and UDP ports by defining rules based on remote port, local port, protocol, and IP address. It cannot prevent any form of ICMP attack.

The version of PCFirewall I tested was 1.0.1.

PCFirewall is a commercial product and not freely available over the Internet. You can visit the following page for more information-

<http://www.mcafee.com/>

## **ConSeal Firewall**

ConSeal has written a firewall for Windows 95 (version soon available for NT) that can be used to detect and deny access to any TCP or UDP port or ICMP protocol. It can prevent nearly any form of attack.

At the time of writing this help file, only a preview beta release of the Windows 95 version was available, however it did work.

A free trial version of ConSeal Firewall is available, but for continued use you must purchase the full version for \$40. You can visit the following page to download the trial version and get more information-

<http://www.signal9.com/>



## **Skream's Port Listener**

The Port Listener, by Skream, is a very simple program that can be used to detect access on any one TCP port. It is mainly useful for detecting OOB (WinNuke) attacks or other unwanted access.

The latest version at the time of writing this help file was 2.3.

Skream's Port Listener can be freely used with no payment. The Port Listener can be downloaded at-

<http://home.earthlink.net/~skream/plisten/>

## /country - Country codes

**/country code** or  
**/usa state**

This command will tell you the country corresponding to a given code. For example, **/country ca** will tell you Canada, as that is the two-letter country code. **/usa** returns states corresponding to the given code, for example **/usa tx** will return Texas.

## /chat - Initiate a DCC chat session

**N**

**/chat [nickname/ip/address] or  
/c [nickname/ip/address]**

This command will open up a DCC chat with a user. A DCC chat is simply a window where you can privately talk with a user. A chat is **independent** of IRC- if you disconnect from IRC or change IRC servers the chat will remain open. Also, chats are usually **lag-free**, this means that although messages on IRC may take a while to reach their destination sometimes, due to network traffic, there is usually no such delays within a DCC chat.

You can specify a user's IP or named address (for example, 12.65.135.5 or 5.houston-08.tx.dial-access.att.net) to send the chat request to a user directly, not through the server. If the other user has mIRC and has DCC server enabled, you can avoid lag and splits and even send chats when one or both users are not connected to IRC. If you do not know the user's address you can use **/chat .nickname** (with the dot) and P&P will look it up if they are connected. (in a /whois, the address is in "Nickname is user@address", the portion after the @ sign.)

Note that a chat must be received and accepted by the other user before you can converse in it.

If the other user has P&P as well, you can use /dcp to check the DCC chat itself for lag or disconnection, for the rare times when even a DCC chat is lagged.

## /dcc - Files and chat, independent of IRC



```
/dcc chat [nickname/ip/address]
/dcc send [nickname/ip/address] [filename.ext]
/dcc inc nickname filename.ext
/dcc #
```

DCC is a method of sending files and chatting privately, **independent** of IRC. To send files, use **/dcc send**. (see [/send](#) for details) To chat, use **/dcc chat**. (see [/chat](#) for details)

The remaining two commands are used to request files that failed to transfer. If someone sent you a file and it failed to complete, you can use **/dcc inc** to request a resend from that user. If that user has P&P, it will either automatically resend the file or let the user press a key to resend the file if they desire. If the user does not have P&P, it will appear as a polite request in their status window.

If someone is sending you a file and it fails to complete, a note will appear in your status telling you to type **/dcc 1** to request a resume. This is simply a shorthand for **/dcc inc nick file.ext**. If another transfer fails, it will be **/dcc 2**, then **/dcc 3**, etc.

## /inv - Inviting a user to a channel

**N**

**/invite [nickname] [#channel] or**

**/inv [nickname] [#channel]**

This command will invite a user to a channel. If a channel is invite-only or a user is banned this is the only way to allow a user to join. Otherwise, it is often considered impolite to use this method to invite users- consider sending them a private message instead.

If you specify both a nickname and channel, that user will be invited to that channel. If you only specify the nickname, the user will be invited to whatever channel window you typed the command in. If you only specify a channel, you must use it in a query or chat window, and that user will be invited.

## /msg - Sending a private message



***/msg nickname message***

This command simply sends a private message to a user. It is the same as opening a private [/query](#) window and talking in there, however the query window is not opened- the message is simply sent.

## /notice - Sending a private "notice"



***/notice nickname message*** or  
***/n nickname message***

This command sends a private "notice" to a user. This is similar to a private message except it will not open any private query windows on the user's screen, but simply appear in their window. Notices are not usually used to converse with a single user, they are more commonly used by bots or when sending a message to many users. (such as all the ops on a channel) For "mass" notice type commands see [/massn](#), [/onotice](#), [/ovnotice](#), and [/allbut](#).

You can press [F7](#) to send a notice to the last user you have received a notice from.

## /nick - Changing nicknames

***/nick newnick***

This command simply changes your current IRC nickname.

Most servers limit your nickname to 9 characters or less, and you can only use letters, numbers, and the following symbols: `_ - ^ ` \ [ ] { }`. The nickname also cannot start with a number or dash. Nicknames must be unique- If there is a user named "pai" you cannot be "pai" also. (or "Pai" or "PAI")

If you attempt to change to a nickname already in use, P&P will give you information on that user and tell you that you can press CtrlF8 to have P&P automatically "grab" that nickname when it is available.



## /query - Opening a private chat window

**N**

**/query *nickname* [*message*] or**

**/q *nickname* [*message*]**

This command is similar to /msg in that it lets you converse privately with a user. However unlike /msg this command opens up a separate window where you can easily chat privately. If you do not specify a message the window is simply opened. If you do, then the window is opened, then the message is sent.

## /quit - Quitting IRC

***/quit [reason]***

This command disconnects you from your IRC server. The reason you give will be shown to anyone who sees you quit. If you do not enter a reason you will be prompted for one, with a default reason already filled in for you.

## /send - Initiate a DCC file transfer

**N**

**/send [nickname/ip/address] [filename.ext] or**  
**/s [nickname/ip/address] [filename.ext]**

This command will attempt to send a file to a user. A DCC send is **independent** of IRC- if you disconnect from IRC or change IRC servers the file will still continue to transfer. The user must accept the send request before the file will begin to transfer.

You can specify a user's IP or named address (for example, 12.65.135.5 or 5.houston-08.tx.dial-access.att.net) to initiate the send to a user directly, without sending the handshake through the server. If the other user has mIRC and has DCC server enabled, you can avoid lag and splits and even send files when one or both users are not connected to IRC. If you do not know the user's address you can use **/send .nickname** (with the dot) and P&P will look it up if they are connected. (in a whois, the address is in "Nickname is user@address", the portion after the @ sign.)

If you do not specify a filename or nickname, you will be prompted to choose a filename and nickname.

If your files seem to be transferring slow, type the following commands-

```
/dcc packetsize 4096  
/fsend on  
/pdcc 200000
```

This sets the DCC settings to their most optimal speeds, assuming your modem connection is relatively error-free. These settings will not affect current sends or files other people send to you, only files you send. Once set they will remain set.

## **/autoj - Join favorite channels**

### **/autoj**

This command will join your favorite channels. It is the same as **/fav j**. To set channels as your favorites, use the popups in the channel or use the /fav command.

You can also press F11 to join your favorite channels.

## /fav - Favorite channels

**/fav add [#channel]**

**/fav rem [#channel]**

**/fav view**

**/fav join**

**/fav clear**

**/fav start [on/off]**

*(note- you can abbreviate the sub-command to one letter ex: **/fav a** for **/fav add**)*

These commands are used to manage a list of your favorite channels. **Add** will add a channel to your favorites- if no channel is specified the current channel is added. **Rem** will remove a channel from your favorites- if no channel is specified, again, the current channel is added.

**View** will list your favorites, and **join** will join them. **Clear** will clear the list of favorites. /autoj is a shortcut for **/fav join**.

**Start** will let you state whether you want to automatically join all your favorites when you signon to IRC. If you specify **on** or **off** that setting will be used; if you do not give a setting the current setting will be shown.

You can also press F11 to join your favorite channels.

## /join - Joining channels

**/join #channel [key]** or  
**/j #channel [key]**

**/jp #channel [key]** or  
**/pj #channel [key]**

**/join** will simply join a channel. Most IRC networks only let you join up to 10 channels at any one time.

**/jp** will join a channel and immediately ping it. The ping replies will not be as accurate as if you had joined the channel, waited a bit, and then ping it, but it still has uses.

You do not need to specify the # before the channel name- **/j anime** is the same as **/join #anime**.

You can join multiple channels at once by separating them with commas. You only need to give a channel key if the channel is password protected. If you join multiple channels, separate keys with commas as well.

## **/part - Parting a channel**

***/part [#channel] [part message] or  
/p [#channel] [part message]***

This command parts a channel. If you do not specify a channel, the current channel is parted. On certain networks (like DALnet) you can also specify a message to be displayed as you part.

You do not need to specify the # before the channel name- **/p anime** is the same as **/part #anime**.

You can part multiple channels at once by separating them with commas.

## /rejoin - Part and rejoin

*/rejoin [#channel] or  
/cycle [#channel]*

This command simply parts a channel and immediately rejoins it. If no channel is specified you will part and rejoin the current channel.

This command will work properly on channels with keys (+k) but not invite-only (+i) channels or channels with limits (+l) that are already full.



## **/rejoin - Automated join attempts**

**/rejoin #channel**  
**/rejoin -v**  
**/rejoin -c**

If you cannot get into a channel because of a key, a ban, a limit, or it's invite only, then use this command. It will attempt to join the channel once every 20 seconds until you are let in. This is all done in the background and nothing will be displayed until you successfully join.

Use **/rejoin -v** to view the list of channels currently being attempted, and **/rejoin -c** to clear this list and cancel all repeated join attempts. You can use **/rejoin** on a channel you are already attempting to rejoin to cancel the rejoin attempts.

## **/avglag - Average lag for last bulk ping**

### **`/avglag`**

After a bulk ping this command will display the calculated average lag for you. It can also be used before the bulk ping is complete to display the average lag of all pings already received.

This command will also clear any nickname list colors resulting from waiting for pings or high lag. If these colors are getting in the way just use this command to clear them until your next ping.

You can press CtrlF2 to perform this command.

Using /ping on a channel is the most common bulk ping performed.

## /dcp - Pinging a DCC chat



**/dcp**

This command will ping **inside** of a DCC chat. This is used to make sure the chat is still "alive" and test it for any lag. The other user **must** be using P&P for this to work.

You can press F2 to perform a DCC ping.

## /fping - Fake pings



***/fakeping [nickname/#channel] or  
/fping [nickname/#channel]***

Sometimes a normal /ping does not work because the user returns "fake" or "invalid" ping replies. This command will ping users in a way that ignores the invalid replies and will give the correct time. See /ping for details on pinging.

If you do not specify a target to fake ping, the current window (query or channel) will be pinged.

## /ping - Pinging users and channels



**/ping [nickname/#channel]**

This is the basic ping command, used to check for lag. It will send a "ping" to a user and that user (normally) will automatically reply. The time taken for this "ping" to travel to the user and return is measured and reported. If you ping an entire channel, times for each individual user will be reported. If you don't specify a target, the current window is used. You can also press F2 to ping the current window.

This is useful for measuring lag, which is how long text you type takes to reach them. If lag is high, then it will be hard to carry on a normal conversation. (if you are just talking to one user, try /chat to open a DCC chat with them.)

If a user returns a "fake" or "invalid" reply, try using /fping to "fake" ping them in an attempt to get a legitimate reply.

If a user doesn't return any reply, try using /vping to "version" ping them in an attempt to get a reply.

If you aren't checking to see if the user is still connected and only need an estimated ping time, try using /sping to ping their server.

## /sp - Self ping

`/sp` or  
`/ps`

This command simply pings yourself, to measure self-lag. If self-lag is high, it may be an indication of an impending disconnection, net-split, or other problem.

You can press F1 to perform a self-ping.

## /sping - Server pinging



**/sping *nickname/server***

This command pings a server, or the server a user is on. It is a good way to estimate the lag to all users on a server (or that specific user)

The disadvantages of using this instead of a normal /ping- The user is not directly pinged, so any lag resulting from the user's low bandwidth or other problems between the IRC server and the user are not measured. In addition, a normal ping will tell you that the user is still connected; a server ping cannot do this.

The advantages of using this instead of a normal /ping- It will always return a valid reply, a user cannot ignore it, refuse to reply to it, or return an invalid time. In addition, server pings do not bug the user any- the user does not know that you pinged them.

## /vping - Version pings



**/verping [nickname/#channel] or  
/vping [nickname/#channel]**

Sometimes a normal /ping does not work because the user refuses to return a reply. This command will ping users using an alternate CTCP (a version) that will usually get you the correct time. This works because although a user can prevent mIRC from replying to a ping, they cannot (usually) prevent mIRC from replying to a VERSION CTCP. See /ping for details on pinging.

If you do not specify a target to version ping, the current window (query or channel) will be pinged.



## /chaninfo - Channel information

**/chaninfo** [**#channel**]

This command looks up some simple information on a channel and displays it to you. If you do not specify a channel, the current channel is used.

You can use ShiftF2 to perform a **/chaninfo** for the current window.

The following information is reported- The topic and who set it when, the channel mode, when the channel was created, and the number and percentage of ops, voiced users, and normal users. If you are not on the channel, a list of users on the channel is also given. (if you aren't on the channel, only non-invisible users are shown, and only if the channel is not private or secret.)

## /clones - Finding clones or users

**N**

**/clones** *[#channel] [nickname/mask]* or

**/clone** *[#channel] [nickname/mask]*

This command scans for clones or matching users. If you specify a channel, only that channel is searched, otherwise all channels are scanned.

If you specify a nickname, only that user is checked for clones. If you specify a mask, then any matching users are listed, for example, \*.aol.com to scan for AOL users. (note that in this case, they may not be and probably aren't clones, you are simply scanning for matching users.)

If neither a nickname nor mask is specified, any and all clones are displayed.

## /dns - Looking up IPs (or named host)



**/dns [nickname/ip/address]**

Internet addresses have two forms- named (such as **port101.ca.earthlink.net**) and IP. (such as **129.32.15.201**) This command is used to convert between the two. Give it one, and it will attempt to look up the other, if it can be found.

If you specify a user's nickname, their address is looked up and then an attempt to resolve it's opposite will be made.

If you don't specify anything, a queue of what is currently waiting to be DNS'ed is displayed. (you can queue multiple /dns commands.)

When the DNS resolves, you will be reminded that you can press F10 to copy the resolved address to the clipboard.

## **/clrseen - Cleaning the last seen database**

***/clrseen [days]***

This command will clean out the database of last seen info. (used for the [/seen](#) command)

If no parameter is given, the entire database is deleted. If a number is given, all entries older than that many days are deleted.

## /kickstat - User kick and ban stats



**/kickstat** *nickname/address* or  
**/kstat** *nickname/address*

**/clrstat** *nickname/address*

If P&P is configured to do so, it will remember whenever a user is kicked or banned. You can use these commands to recall or clear this information.

**/kstat** will look up information on a user or address and tell you how many kicks and bans you've seen on that user, as well as detailed information on the last kick.

You can press CtrlF3 to look up kickstats for the last user to join a channel if P&P has warned you that that user has kickstats available. (you must have P&P set to show kickstats on join.)

**/clrstat** will clear all kickstat information for a user.

## /help - Getting help

***/help [topic/command]***

This command will open either mIRC's help file or Peace and Protection help (this file) on the topic or command you specify. If no topic is given, mIRC help is displayed. (use pp to simply display this file.)

## /host - Getting a user's host mask



**/host *nickname/address***

Often you need to know a user's host mask, for adding them to a bot, your userlist, etc. this command will tell you the best mask (usually) to use for a user or address. For example, **/host misspai** would return **\*!\*goddess@\*.earthlink.net** (assuming I was on IRC.)

## /names - Who is on a channel



**/names** [*#channel*]

This command tells you who is on a channel. In addition, a count and percentage of ops, voiced users, and normal users will be provided. If you do not specify a channel, the current channel is used.

Note that if you are not on the channel, invisible users will not be shown, and no one will be shown if the channel is private, secret, or empty.



## **/myver - Advertising Peace and Protection**

**/myver** *or*  
**/p&p**

This command simply says, in the current window, that you are using Peace and Protection, and states where it can be downloaded.

## /pp - Opening P&P help

**/pp**

This command simply opens up P&P help. (this file)

## /seen - Last seen database



**/seen *nickname/identd***

**/sayseen *nickname/identd* or**

**/sseen *nickname/identd***

If P&P is configured to do so, it will remember when you last saw a user by a given nickname or identd. You can then use **/seen** to look up when you last saw someone, by giving a nickname or identd.

You can use **/sayseen** to look up this info and say it in the current window, for other people to see.

## /scan - Channel scans

***/scan [#channel] [adhilmrsw]***

This command scans a channel for various forms of data and statistics. If you do not specify a channel, the current channel is used.

The other parameter is one or more flags that determine what data and statistics to display. If no flags are given, the default scan flags given in [configuration](#) are used. The flags are as follows-

- a** Percentage of users **a**way and percentage of users here (not away)
- w** Names of users **w**ho are away
- i** Names of **I**RCops and percentage of users who are an IRCop
- h** Average number of **h**ops (number of servers between you and a user)
- s** Favorite **s**erver (the server that the most users are on) and percentage of users on it
- l** **L**ist names of users on the favorite server
- m** Users on **m**y (your) server
- d** **D**etailed server usage statistics in a separate window
- r** **R**oute entire scan to a separate window for easy viewing

## /tome - View Whois Tome



### **/tome**

This command simply opens up the Whois Tome for viewing. If P&P is configured to retain /whois replies, then the Tome will contain a log of all /whois, /who, and /whowas replies you've received since starting P&P.

Even if you are configured to display /whois replies to the active or status window, the Tome will still let you view them later, if you are configured to retain replies.

## /userscan - Scanning for known users

**`/userscan [#channel]`**

This command will scan the current channel (or given channel) for users you know. You must be on the channel to scan it.

Users you "know" is defined as any user in your notify list, userlist, or blacklist. Details on "how" you "know" each user will be given, along with a total count of users. If a user is from your userlist, another nick they have been known to use may be listed if one is stored in the userlist.

This command is most useful if you do not have nicklist coloring on.

## /whois - Basic user information



**/whois *nickname*** or  
**/w *nickname***

***/ew nickname***

This command requests basic information on a user from the IRC server. Information returned includes user's address, "real name", (can be a quote or anything the user wishes to put there) channels the user is on, and the IRC server they are connected to. If the user is away, their away reason will be displayed. If you are on the same server as the user, their idle time (how long since they sent a message to IRC) and when they signed on will be displayed.

To do an extended whois, use ***/ew nickname***, using the same nickname for both parameters.

You can use ShiftF2 to perform a **/whois** for the current window.

You can use CtrlF1 to perform a **/whois** for the last user to send you a CTCP, activate your notify list, send you any DCC request, or join a channel with clones.

If the user has left IRC, try using /whowas to get their info.

## /who - User search/condensed user info

***/who nickname/mask/address/#channel/0 [o]***

This command is not usually used, but its purpose is to search for users by any of a number of criteria. The resulting output is displayed in a condensed format compared to that of /whois, so that command should usually be used to look up user info.

If a nickname or text string is given, users are listed who have that exact string for their nickname, identd, address, or in their real name. If a mask is given, users who have a matching address are listed. If a channel is given, all visible users on that channel are listed. 0 (zero) will list ALL visible users on the IRC network.

If an **o** is specified as the second parameter, only IRCops are displayed. Use **/who 0 o** to display all visible IRCops. (0 is the number zero)



## **/whowas - Info on a user who left IRC**



**/whowas *nickname*** or  
**/ww *nickname***

You can use /whois to look up info on a user who is on IRC, however if they have recently left IRC you can use this command to get their information. The information returned is similar, however the channels they were on are not included. Usually a signoff time is also included.

## /clientinfo - Requesting a client's commands



**/clientinfo** *nickname/#channel* or  
**/cinfo** *nickname/#channel*

This is basically a shortcut for /ctcp **target CLIENTINFO**. It sends a CLIENTINFO CTCP to the target. If a reply is received, it usually contains information on what other CTCP commands their client will support.

## /userinfo - Requesting a user's "info"



**/userinfo *nickname*#*channel*** or  
**/uinfo *nickname*#*channel***

This is basically a shortcut for /ctcp **target** **USERINFO**. It sends a USERINFO CTCP to the target. If a reply is received, it usually contains some sort of basic information string that the user has defined. Often the user's local idle time is included as well. (how long since they last typed a command in their IRC program)

## /fing - Requesting a user's "info"



**/fing *nickname#channel***

This is basically a shortcut for /ctcp **target FINGER**. It sends a FINGER CTCP to the target. If a reply is received, it usually contains some sort of basic information string that the user has defined. Often the user's local idle time is included as well. (how long since they last typed a command in their IRC program)

## /script - Requesting a user's script info



**/script *nickname*/#*channel***

This is basically a shortcut for /ctcp **target SCRIPT**. It sends a SCRIPT CTCP to the target. If the user is running a script and it supports this CTCP, the reply will usually contain information on what script they are using and where to get it.

## /page - Paging a user via CTCP



**/page *nickname/#channel* [*message*]**

This is basically a shortcut for /ctcp **target PAGE [*message*]**. It sends a PAGE CTCP to the target. If the user is running a script and it supports this CTCP as a pager, this command can be used to "page" the user when they are away.

## /version - Requesting a user's client version



**/version** [nickname/#channel] or  
**/ver** [nickname/#channel]

This is basically a shortcut for /ctcp **target VERSION**. It sends a VERSION CTCP to the target. If a reply is received, it usually contains information on what IRC client the user is using.

If you use **/version** without a target, your version of P&P will be displayed locally, for your reference.

## /time - Requesting a user's local time



**/time** *[nickname/#channel]* or  
**/date** *[nickname/#channel]*

This is basically a shortcut for **/ctcp target TIME**. It sends a TIME CTCP to the target. If a reply is received, it usually contains information on the local time for the user.

If you use **/time** without a target, your current time and date will be displayed locally, for your reference.



## /ctcp - Sending CTCPs to a user



*/ctcp nickname/#channel CTCP*

*/ctcpreply nickname/#channel CTCPreply*

This command is used to send non-standard CTCPs or CTCP replies to a user. Standard CTCPs can be sent using /ver, /uinfo, /cinfo, /time, /script, /page, /ping, and /fing.

An example of a non-standard CTCP would be **/ctcp X GENDER**. (try this on Undernet sometime.)

## **/away - Setting yourself as away from IRC**

**/away [reason]** or  
**/a [reason]**

**/qa [reason]**

Sometimes you may not be paying attention to IRC, or may be away from the computer or in another application. When this is the case, you may want to mark yourself as away, so others know you aren't paying attention.

**/away** will set yourself as away. If you do not give a reason, you will be prompted for one. Depending on P&P configuration, you may be asked whether you wish to enable your pager or logging. You will now be marked as away. Anyone who does a /whois on you or sends you a private message will see your away reason. In addition, a simple message stating that you are now away will be sent to all open channels and DCC chats.

**/qa** will also mark you away, just as **/away** does, with the difference that no message will be sent to any channels or DCC chats. This is a "quiet" away.

You can press F12 to set yourself away, and ShiftF12 to set yourself away quietly.

## /back - Returning from being away

**/back [note]** or

**/b [note]** (if /b is set to be /back in P&P config, and not /ban)

**/qb**

After you mark yourself away with /away, you need a way to return. Use **/back** to return from being away. A simple message stating that you are no longer away will be sent to all open channels and DCC chats. If you give a message with **/back**, that message will replace where your away reason would have been displayed.

**/qb** will also mark you back, however no message will be sent to any channels or DCC chats. This is a "quiet" back.

**/b** defaults to an abbreviation for **/back** but can be changed in P&P configuration to stand for **/ban** instead.

You can press F12 to set yourself back, and ShiftF12 to set yourself back quietly.

## /awaylog - Logged while you were away



**/awaylog [on/off/flush]** or  
**/alog [on/off/flush]**

This command is used to view, clear, or enable/disable logging while you are away. The most common things logged are private messages and notices, however many other important events such as you being kicked or notify events can also be logged.

If no parameter is given, your most recent away log is displayed. This assumes that you have enabled away logging in P&P configuration or via an **/awaylog on** command. You can also press CtrlF12 to view your most recent away log.

If **on** or **off** is specified, this turns away logging on or off. If you are currently away, this turns it on or off only for the current away session. If you are not away, this turns it permanently on or off for when you are away.

If **flush** is specified, the current away log is cleared. Use this if you view your away log while you are still away and want to clear the log so that you don't have to read through all the events again next time you view the log for the same away session.

## /pager - Turning your pager on or off

***/pager [away/here] on/off***

This command is used to enable or disable your pager. If **away** is specified, the default setting for when you set away is changed. If **here** is specified, the default setting for when you are not away is changed. If neither is specified, the pager is simply enabled or disabled for now, until you set away or back.

## **/all - Sounds to all channels**

***/all [on/off/command]***

This command lets you play sounds to all channels instead of just one window. Using **/all** by itself will display the status of this setting, and **on** or **off** will turn it on or off. When on, any sound you play to one channel will play to all channels.

Alternatively, you can use **/all** followed by a command to perform just that sound command to all open channels. (must be run in a channel window) For example, **/all randmp**.

## /autoget - Defining auto-get commands



***/autoget nickname/address !command/off/-c***

In P&P configuration you can enable auto-get, which will attempt to automatically request sound files that other users play that you do not own. This command will let you manually set and clean the !commands that P&P uses to do this. Specify a **!command** to tell P&P how to request sound files from a user. (for example, **/autoget Shinohara !shino**) Specify **off** to tell P&P to NOT request any sound files from a user. Specify **-c** to clear the auto-get command for a user, leaving P&P to use whatever command it determines next time that user plays a sound.

## /desc - Describing sound files

```
/desc [file.ext]  
/cdesc [file.ext]
```

These command set and clear sound file descriptions. If a sound file has a description, it will be shown when you play it along with the filename; otherwise, just the filename will be shown.

**/desc** will let you set the description for a file. (you will be prompted for the description) If you do not specify a filename, the most recent file you played will be used.

**/cdesc** will let you clear the description for a file; if none is specified, the most recent file played will be used.



## /dsound - Delete last played sound

**/dsound** or  
**/drand**

This command deletes the last sound file that you have played. You will be asked for confirmation. Especially useful for those times you download 1,000 midi files and half of them suck... just delete them as you find them.

## /mid - Playing midi files



**/mid** [?!][filename/directory/mask/searchwords]

**/midrand** or  
**/randmid**

These commands only work if you've properly defined your midi directory in mIRC's configuration. (Alt+O, Sounds section) Additional midi directories can be defined in P&P configuration.

The simplest ways to play a midi file (other than dragging a .MID file from Explorer to a channel) is are type **/mid** and select a file, or type **/midrand** for a random file. You can also press CtrlF5 to play a random midi.

If you want to play a file matching a filemask, type **/mid** followed by the mask. For example, **/mid \*amg\*** will play a random file that has "amg" in it's title. You can also simply state one or more words to scan for. (they must be in order) For example, **/mid amg** would perform this same effect.

To select a midi from a directory other than your main midi dir, you can type **/mid** followed by the directory. For example, **/mid c:\downloads**. If you know the exact filename of a midi you can also simply type that.

Depending on your P&P configuration, if multiple file matches are found for a mask or search words, either one file will be picked randomly **or** a window will opened containing all matches, for you to pick one from. If you want to force this window to open, prefix your request with a **?** (for example, **/mid ?amg** to list all midis with "amg" in their title) If you want to force P&P to pick one randomly and not open the window, prefix your request with a **!** (for example, **/mid !amg** to pick a random midi with "amg" in it's title)

## /wav - Playing wave files



**/wav** [?!][filename/directory/mask/searchwords]

**/wavrand** or  
**/randwav**

These commands only work if you've properly defined your waves directory in mIRC's configuration. (Alt+O, Sounds section) Additional wave directories can be defined in P&P configuration.

The simplest ways to play a wave file (other than dragging a .WAV file from Explorer to a channel) are to type **/wav** and select a file, or type **/wavrand** for a random file.

If you want to play a file matching a filemask, type **/wav** followed by the mask. For example, **/wav \*poof\*** will play a random file that has "poof" in it's title. You can also simply state one or more words to scan for. (they must be in order) For example, **/mid poof** would perform this same effect.

To select a wave from a directory other than your main wave dir, you can type **/wav** followed by the directory. For example, **/wav c:\uploads**. If you know the exact filename of a wave you can also simply type that.

Depending on your P&P configuration, if multiple file matches are found for a mask or search words, either one file will be picked randomly **or** a window will opened containing all matches, for you to pick one from. If you want to force this window to open, prefix your request with a **?** (for example, **/wav ?poof** to list all waves with "poof" in their title) If you want to force P&P to pick one randomly and not open the window, prefix your request with a **!** (for example, **/wav !poof** to pick a random wave with "poof" in it's title)

## /mp - Playing MP2 and MP3 files



```
/mp [?/!][filename/directory/mask/searchwords]  
/mp2 [?/!][filename/directory/mask/searchwords]  
/mp3 [?/!][filename/directory/mask/searchwords]
```

```
/mprand or  
/randmp
```

```
/mp2rand or  
/randmp2
```

```
/mp3rand or  
/randmp3
```

These commands only work if you've properly defined your MP2/3 directories in P&P [configuration](#). You must also properly define your MP2/3 players.

The simplest ways to play an MP file (other than dragging a .MP2 or .MP3 file from Explorer to a channel) are to type **/mp** and select a file, or type **/mprand** for a random file. You can also press **F5** to play a random MP.

If you want to play a file matching a filemask, type **/mp** followed by the mask. For example, **/mp \*spoo\*** will play a random file that has "spoo" in it's title. You can also simply state one or more words to scan for. (they must be in order) For example, **/mp spoo** would perform this same effect.

To select an MP from a directory other than your main MP dir, you can type **/mp** followed by the directory. For example, **/mp c:\coolfiles**. If you know the exact filename of an MP you can also simply type that.

Depending on your P&P [configuration](#), if multiple file matches are found for a mask or search words, either one file will be picked randomly **or** a window will opened containing all matches, for you to pick one from. If you want to force this window to open, prefix your request with a **?** (for example, **/mp ?spoo** to list all MPs with "spoo" in their title) If you want to force P&P to pick one randomly and not open the window, prefix your request with a **!** (for example, **/mp !spoo** to pick a random MP with "spoo" in it's title)

Note that only the **/mp** and **/mprand** commands were discussed specifically- these work with both MP2 and MP3 files at the same time. If you want to **only** work with MP2 **or** MP3 files, use **/mp2** and **/mp2rand**, or **/mp3** and **/mp3rand**, respectively. Also, the **/mp2rand** and **/mp3rand** commands will not be able to differentiate between file types if you have MP indexing enabled in P&P [configuration](#).

## /mpindex - Indexing your sound files



**/mpindex**  
**/wavindex**  
**/midindex**  
**/zindex *type***

If P&P configuration is set up to use an index for a type of sound file, you must use this command to generate the index. In addition, you must use it to update the index if any files are added, deleted, moved, or renamed.

Use **/mpindex** to index MP2/MP3 files, **/midindex** for midi files, **/wavindex** for wave files, and **/zindex** for any custom sound types.

## /playlist - Playlisting MP2/MP3 files



**/playlist** *[number]* *[mask/searchwords]*  
**/playlist2** *[number]* *[mask/searchwords]*  
**/playlist3** *[number]* *[mask/searchwords]*

These commands only work if you've properly defined your MP2/3 directories in P&P [configuration](#). You must also properly define your MP2/3 players.

This command, without any parameters, will select 40 random MP files and send them, in a playlist, to your MP player. **/playlist** selects from both MP2 and MP3 files, **/playlist2** will only use MP2 files, **/playlist3** will only use MP3 files.

If you specify a number, that many random files will be playlisted. If you give a mask or searchwords, only files that match that mask or contain those words, in order, will be played. For example, **/playlist 20 amg** will playlist up to 20 random files that have "amg" in their filename. If not enough files can be found, less files will be playlisted.

You can press [ShiftF5](#) to playlist 40 random MP2/MP3 files. (a shortcut for **/playlist**.)

## **/r sound - Repetition of sound files**

**/r sound** *or*  
**/rrand**

This command simply repeats the last sound file that you played.

## /sound - Basic sound command



***/sound [nick/#channel] file.ext [action]***

This command only works if you've properly defined your sound directory(s) (and players, if appropriate) in P&P configuration.

This command is a more "basic" way of playing sounds. You must specify a filename with extension, you may have wildcards in the filename. (but not in the extension.) You cannot use spaces in the filename- Use ? for spaces if the filename has spaces in it.

If you do not specify a nickname or channel to send to, the current window is used. If you do not specify an action to go with the sound, none is sent.



## /splay - Basic sound command



**/splay *file.ext***

This command only works if you've properly defined your sound directory(s) (and players, if appropriate) in P&P [configuration](#).

This command simply plays a sound file. Nothing is displayed, nothing is sent to IRC. You must specify a filename with extension. You may have wildcards in the filename but not in the extension. Spaces are allowed.

## /z - Playing custom sound file types



**/z type** [?!][filename/directory/mask/searchwords]

**/zrand type** or  
**/randz type**

These commands only work if you've properly defined one or more custom sound file types in P&P configuration, and properly set up their directory(s) and if needed, players.

**Type** is the custom file type to use. It is the extension, not the "name"; in other words, use "mod" not "Module". If a file type has multiple extensions associated with it, any one of them will work; however all extensions are "grouped" and it does not matter which one you give, all of them will be "scanned" to find a pick.

The simplest ways to play a sound file (other than dragging it from Explorer to a channel) is to type **/z type** and select a file, or type **/zrand type** for a random file.

If you want to play a file matching a filemask, type **/z type** followed by the mask. For example, **/z mod \*nine\*** will play a random .MOD file that has "nine" in it's title. You can also simply state one or more words to scan for. (they must be in order) For example, **/z mod nine** would perform this same effect.

To select a file from a directory other than your main sound file dir, you can type **/z type** followed by the directory. For example, **/z ra c:\realaudioclips**. If you know the exact filename of a file you can also simply type that.

Depending on your P&P configuration, if multiple file matches are found for a mask or search words, either one file will be picked randomly **or** a window will opened containing all matches, for you to pick one from. If you want to force this window to open, prefix your request with a **?** (for example, **/z jpg ?whee** to list all .JPGs with "whee" in their title) If you want to force P&P to pick one randomly and not open the window, prefix your request with a **!** (for example, **/z snd !beep** to pick a random .SND file with "beep" in it's title)

## /op - Basic opping and deopping



***/op [#channel] nickname***

***/deop [#channel] nickname or  
/dop [#channel] nickname***

These commands simply give or take ops from one or more users. If a channel is not specified, the current channel is used.

## /voc - Basic voicing and devoicing



***/voc [#channel] nickname or  
/v [#channel] nickname***

***/devoc [#channel] nickname or  
/dvoc [#channel] nickname or  
/dev [#channel] nickname or  
/dv [#channel] nickname***

These commands simply give or take voice from one or more users. If a channel is not specified, the current channel is used.

## /fop - Filter ops



***/fop [#channel] mask/searchword***

***/fdeop [#channel] mask/searchword*** or  
***/fdop [#channel] mask/searchword***

These commands take or give ops from users by scanning for matching users. If a mask is given, only matching users are opped or deopped. (for example, **/fdeop \*.aol.com**) If a searchword is given, only users who have that word in their address are opped or deopped. (for example, **/fop earthlink**)

Users who are already opped you will not attempt to op with **/fop**, users who are not opped you will not attempt to deop with **/fdop**.

## /fvoc - Filter voicing

**o**

*/fvoc [#channel] mask/searchword or  
/fv [#channel] mask/searchword*

*/fdevoc [#channel] mask/searchword or  
/fdvoc [#channel] mask/searchword or  
/fdev [#channel] mask/searchword or  
/fdv [#channel] mask/searchword*

These commands take or give voice from users by scanning for matching users. If a mask is given, only matching users are voiced or devoiced. (for example, **/fdevoc sheep\*!\*@\***) If a searchword is given, only users who have that word in their address are voiced or devoiced. (for example, **/fvoc msn**)

## /opme - Quick self-op or deop



**/opme [#channel]**

**/dopme [#channel]**

These commands are a quick way to op or deop yourself. Opping yourself may sound impossible but it is easily handled since P&P supports automatic use of X, W, and ChanServ. (assuming you are logged in and have access.)

## /ban - Basic banning



**/ban [#channel]**

**/ban [-u##] [#channel] nickname/address [level]**

The first command does not require ops- It simply lists the banlist on the given channel, or the current channel if none is specified.

The second command is used to ban a user from a channel. If no channel is specified, the current channel is used. You can either specify a nickname, and their address will be looked up, or you can specify an address mask yourself, such as **\*!\*sheep@\***, to ban.

If you specify the **-u** switch, the number that follows is how many seconds before you automatically unban the ban.

If you specify a level, then it determines mask used to ban the user. The following levels are available-

<b>0</b>	<b>*!goddess@port101.ca.earthlink.net</b>
<b>1</b>	<b>*!*goddess@port101.ca.earthlink.net</b>
<b>2</b>	<b>*!*@port101.ca.earthlink.net</b>
<b>3</b>	<b>*!*goddess@*.earthlink.net</b>
<b>4</b>	<b>*!*@*.earthlink.net</b>

Masks **5** through **9** are the same but with the nickname specified. Mask **3** is the default ban if you do not specify a level, and is what you should use to ban most users.



## /banlast - Ban the last user to leave



**/banlast [-u##] [#channel] [level] or**  
**/lastban [-u##] [#channel] [level]**

This command bans the last person that left a channel, whether it be by parting it or by being kicked. If you do not specify a channel, the current channel is used.

See [/ban](#) for help on the **-u** and **level** parameters.

## /black - Blacklisting users



**/black** [#channel] nickname/address [-r] [reason]

This command is used to blacklist a user. Once an address is blacklisted, you will always kickban it automatically from a channel when they join. A blacklist scan is also made when you become opped, so any blacklisted users already in the channel are kicked. A check is also made when users change nicknames, so that you can blacklist unwanted nicknames if desired.

If you specify a channel, the blacklist entry only applies to that channel. Otherwise, the user is blacklisted from all channels. (not just all open channels but any channel you ever go into.) The nickname or address of the user must be specified. If you use the nickname, the standard mask will be used; otherwise you can specify a custom mask, for example, **\*fuck\*!\*@\*** to ban any nickname with that word in it.

If you specify a reason, it will be shown whenever you kickban that user; otherwise, no reason will be given.

The **-r** switch is used to remove a blacklist entry.

For better editing of your blacklist, see the [/blackedit](#) command.

## /cb - Kickbanning for clones



**/cb [-u##] [#channel] nickname [reason] or**  
**/bc [-u##] [#channel] nickname [reason]**

**/cb0 [-u##] [#channel] nickname [reason] or**  
**/bc0 [-u##] [#channel] nickname [reason]**

**/cb2 [-u##] [#channel] nickname [reason] or**  
**/bc2 [-u##] [#channel] nickname [reason]**

These commands are similar to /kb in that they ban and kick users, however a regular kickban is intended for a single user; these commands are designed to search for clones and make sure they are handled properly.

If you specify a channel that channel is used, otherwise the current channel is used. The given user is scanned for clones and the most effective ban mask is determined. Then any matching users are deopped, the ban is set, and all matching users are kicked with the reason you specify. If no reason is specified, your default kick message is used.

**/cb** is a normal cloneban that will use the **\*!\*goddess@\*.earthlink.net** mask if possible. If the clones have different identds it will resort to the **\*!\*@port101.ca.earthlink.net** format.

**/cb0** differs in that it will always use the **\*!\*@port101.ca.earthlink.net** format. **/cb2** will ban the entire domain in **\*!\*@\*.earthlink.net** format, use this one carefully as it may get innocent users.

If you specify a **-u** switch with a number, that is the number of seconds before you automatically unban the ban.

Although this command may seem better than /kb in every way, it is not and you should not use **/cb** for a single user. It is a bit slower; performs any needed deops in a separate line possibly causing unneeded scrolling; and could cause problems if the user is on a BBS or small ISP that gives the same address to all users, making them "appear" to be clones.

## /clrclones - Cleaning out clones

 **o**

**/clrclones [#channel] [-b] or**

**/clrclone [#channel] [-b]**

This command will clear out all clones. If you specify a channel, only that channel is checked; otherwise all channels you are opped on are checked. Any clones found will be kicked. If the **-b** switch is specified, they will be banned as well.

## /fban - Filter banning

0

**/fban** [**#channel**] **mask/searchword**

This command is a specialty command and will rarely be used. It scans a channel (current if none is specified) for users matching a mask or containing the searchword, and then deops and bans them **individually**. For example, if you performed **/fban \*.aol.com**, all AOL users would be found, but each would be banned normally using the standard **\*!\*user@\*.aol.com** mask. This is mostly useful if a group of users is being abusive, and all share a common provider or similar nicknames.

## /fk - Filter kicking



**/fk** [#channel] nickname/mask/searchword [reason]

**/fknop** [#channel] nickname/mask/searchword [reason]

This command (**/fk**) kicks all users matching a mask. If you do not specify a channel, the current channel is used. If you do not specify a reason, your default reason is used.

If you specify a nickname, them and any clones are kicked. Otherwise, all users matching the mask or containing the searchword are kicked. For example, **/fk \*.aol.com** will kick all AOL users.

**/fknop** is similar to **/fk** except it will **not** kick any opped users.

## /kick - Basic kicking



***/kick [#channel] nickname [reason] or  
/k [#channel] nickname [reason]***

This command simply kicks a user from a channel. If no channel is specified, the current channel is used. If no reason is given, your default reason will be used.

## /kb - Kickbanning users



**/kb [-u##] [#channel] nickname [reason] or  
/bk [-u##] [#channel] nickname [reason]**

**/kb0 [-u##] [#channel] nickname [reason] or  
/bk0 [-u##] [#channel] nickname [reason]**

**/kb2 [-u##] [#channel] nickname [reason] or  
/bk2 [-u##] [#channel] nickname [reason]**

This command (**/kb**) performs a simple ban then kick on a user. If the user is opped, they are deopped, then banned, then kicked. If you do not specify a reason, your default kick reason is used. If you do not specify a channel, the current channel is used.

If you specify a **-u** switch followed by a number, you will automatically unban the ban after that many seconds.

**/kb** performs a normal kickban. **/kb0** will perform a kickban using a **\*!\*@port101.ca.earthlink.net** mask- this is often a better ban for temporary bans. **/kb2** will ban a user's entire domain in **\*!\*@\*.earthlink.net** format- use this version carefully as it could ban innocent users.



## /reban - Reban an unbanned ban



**/reban** [*#channel*]

This command simply rebans the last ban that was unbanned in the channel. For example, if someone just unbanned **\*!\*goddess@\*.earthlink.net**, typing **/reban** would have you ban that again. If no channel is specified, the current channel is used.

## /tempban - Temporary bans



***/tempban [#channel] nickname [reason] or  
/bantemp [#channel] nickname [reason] or  
/tempbk [#channel] nickname [reason] or  
/tempkb [#channel] nickname [reason] or  
/bktemp [#channel] nickname [reason] or  
/kbtemp [#channel] nickname [reason]***

(yes there are six different ways you can type this command, but I didn't want anyone to need this command really fast and accidentally type the wrong version, so I added them all.)

This command is similar to a normal /kb however it will use the **\*!\*@port101.ca.earthlink.net** mask and will automatically unban the user after 20 seconds.

## /unban - Unbanning bans



**`/unban [#channel] [nickname/address] [level]`**

This ban is the opposite of [/ban](#), it will unban the specified ban. If no channel is given, the current channel is used.

If you don't specify a ban, the most recent ban will be unbanned. For example, if someone just banned **\*!\*@\*earthlink.net**, typing **/unban** will undo that ban.

If you specify an address, that exact ban will be unbanned.

If you specify a nickname, that user's address will be found and the most likely ban for them unbanned. If you also specify a level, that "type" of ban will be unbanned. (see [/ban](#) for levels.) Note that this command does not "search" the banlist for matching bans, it only tries to unban whatever standard ban would have been used had you banned them. If you need to scan for matching bans, use [/ban](#) to view the banlist, right-click, and select Cleanup ... Bans matching a user.

## /mod - Moderating a channel



**/mod** [#channel]

**/demod** [#channel] or

**/dmod** [#channel]

These commands are a shortcut for **/mode** [#channel] +m/-m. **/mod** will set mode +m, moderating a channel. **/dmod** will set mode -m, demoderating a channel.

In a moderated channel, only ops and users with voice can speak.

## /etopic - Editing the topic



**/etopic** [*#channel*]

This command lets you modify the topic on a channel. The current channel is used if no channel is specified.

If the channel is mode +t (as most are) you need ops or access through X/W or a supported bot to use this command.

## /mode - Changing channel modes



**/mode** [#channel] [+/-modes] or

**/m** [#channel] [+/-modes]

**/mtn** [#channel]

This command is used to set or unset channel modes such as the standard +tn, +i (invite only), +s (secret) etc. If you do not specify a channel, the current channel will be used.

If you do not specify any modes, the current mode and time the channel was formed will be displayed. To do this does not require that you be opped or even on the channel.

The second command, **/mtn**, will change the mode on the current channel to +tn, regardless of it's current mode.

## /strict - Automatic modes and topics

***/strict sm/om/am/st/ot/at [#channel] [mode/topic]***

This command allows you to set automatic modes and topics. The first parameter is the type of setting to set. The following types are supported-

<b>sm</b>	<b>Strict Mode-</b> a <u>mode</u> that you will enforce at all times when opped
<b>om</b>	<b>Onop Mode-</b> a <u>mode</u> that you will set once, when you become opped
<b>am</b>	<b>Alone Mode-</b> a <u>mode</u> that you will set once, if you join the channel and are alone
<b>st</b>	<b>Strict Topic -</b> a topic that you will enforce at all times when opped
<b>ot</b>	<b>Onop Topic -</b> a topic that you will set once, when you become opped
<b>at</b>	<b>Alone Topic-</b> a topic that you will set once, if you join the channel and are alone

Each type covers the levels below it as well- A strict mode will be set when you are opped or alone as well, and an onop mode will be set if you are alone as well.

You must specify a channel to use for topic settings. For mode settings, if you specify a channel, then the setting for that channel only will be set. If you don't specify a channel, then mode settings used for **all** channels will be set.

The last parameter is the topic or mode to enforce. If none is given, the setting is cleared.

Use /strictinfo to view current settings.

## **/strictinfo - Viewing automatic modes/topics**

***/strictinfo [#channel]***

This command allows you to view the automatic modes and topics set by the /strict command. If you do not specify a channel, the current channel is used.



## / - Changing the topic



**/topic [#channel] [new topic] or  
/t [#channel] [new topic]**

This command lets you change the topic on a channel. If no channel is given, the current channel is used. If no topic is given, the current topic and who set it when will be displayed to you instead.

If the channel is mode +t (as most are) you need ops or access through X/W or a supported bot to use this command.

## /umode - Changing user mode

***/umode [modes]***

If no modes are given, this command views your current usermode.

If modes are given, this command changes your current usermode. Use + to set a mode, - to clear a mode. Common modes include +i, invisible (from users who aren't on a channel with you and don't know your exact nickname) +s, to see server notices, and +w to see IRCop wallops.

P&P automatically sets your usermode when you signon. Changes made with this command will not be recorded. If you want to change your default usermode, see P&P configuration under Misc. Options for most modes such as +i, and see Wallop/Server Notice Display to turn +s and +w on or off.

## **/amsg - Sending messages to many windows**

***/amsg message***  
***/ame action***  
***/acmsg message***  
***/acme action***  
***/aamsg message***  
***/aame action***

These commands all allow you to say a message or perform an action in a set of windows with one command. **/amsg** and **/ame** say a message or perform a command in all open channel windows. **/acmsg** and **/acme** do the same, but in all open DCC chat windows. **/aamsg** and **/aame** perform to all open channels AND chats, a **/aamsg** is like a combined **/amsg** and **/acmsg**.

## /allbut - Sending a notice to all but one user



**`/allbut [#channel] nickname message`**

This command sends a notice to everyone on a channel **except** for the specified user. Multiple users are allowed, separated by commas. If you do not specify a channel, the current channel is used.

## /massn - Sending a notice to many users

***/massn [#channel] message***

This command sends a notice to everyone you have selected on a channel. If you do not specify a channel, the current channel is used.

The message is sent to all users that you have selected in the channel's nickname list. To select a range of users, hold down Shift while clicking. To toggle a user without affecting other selections, hold down Ctrl while clicking.

## /onotice - Sending notices to all ops

*/onotice [#channel] message or  
/wall [#channel] message or  
/o [#channel] message*

*/ovnotice [#channel] message or  
/wallvoc [#channel] message or  
/ov [#channel] message*

The first set of commands (*/o*) sends a notice to all opped users on a channel. The second set of commands (*/ov*) sends the notice to all opped users **and** all voiced users. If a channel is not specified, the current channel is used.

You do not need to be opped (or voiced) to use this command.

## **/color - Quick text coloring and styling**

***/color message/command***  
***/color2 message/command***  
***/funky message/command***  
***/checker message/command***  
***/codes message/command***

These commands all format a message or command in colors or a style, then say it or perform the command. If you give a message, the message will be formatted and said; If you give a command, the message within that command will be formatted then the command performed. Some commands that are supported include /topic, /msg, /me, and /wall.

The styles used by each command are as follows-

**/color** Random coloring, without using any grey colors.  
**/color2** Random coloring, grey colors used as well  
**/codes** Random underline and bold  
**/funky** Random coloring, underline, and bold- A mix of **/color** and **/codes**  
**/checker** A checkerboard alternating between two random color sets.

## **/showcolor - Quick color reference**

**/showcolor**

**/saycolor**

These commands provide a quick reference as to which numbers are which colors. **/showcolor** will display a color bar on your screen. **/saycolor** will say this same color bar in the current window, for everyone to see.



## /cnc - Click 'N' Color

**/cnc**  
**/cncoff**

These commands allow you to access Click 'N' Color, which allows you to define complex color, attribute, and word styles to use for your text. (use this feature sparingly, as it's output is often considered very annoying looking even though you may think it's "neat".)

Typing **/cnc** will open the Click 'N' Color windows. Now you can select various styles, colors, and patterns. You can select one item in each window, and most will combine with selections in other windows. Quick reference directions are given in the top window. Pressing F6 will let you type in a single line of text to be styled. Pressing ShiftF6 will take the selected styles and make it **permanent**- all text and commands you type will use that style, until you disable it.

You can press CtrlF6 or type **/cncoff** to disable any permanent Click 'N' Color settings.

## /colorwin - Quick color reference

### **/colorwin**

This command opens up a window showing all possible combinations of mIRC's 16 colors, and the numbers to type to produce them. If you double-click on a line, you will "select" that background color and a new window will open with just that background color and all foreground colors. Double-clicking on a line will insert that foreground/background color pair in the current window's editbox.

If P&P is configured to do so, F6 will open this window. (or close it if already open.) Otherwise, use ShiftF6 to open this window.

## /911 - Emergency ignore

### **/911**

This command can be useful if you are being flooded, harrassed, or otherwise attacked. When activated it ignores **all** notices, CTCPs, private messages, invites, and color codes. If you have set the right option in P&P configuration, you will also change to a random nickname. Use the command again to disable the ignore, and random nickname if any.

You can use CtrlF9 as a quick shortcut for this command.

## /arp - Detecting connected IPs

### /arp

This command will use ARP.EXE to scan and list all IP addresses that are currently connected to your computer or have recently sent data to your computer. This includes any user who may be attacking you with some form of DoS attack.

All IP addresses will be listed, along with any named address, and any known associated nicknames or activities. The data is as complete as possible, but is not perfect. Lines in the alert color are simply the most likely source for any attack you have detected; they are not necessarily the culprit, nor the only possible sources. Simply because a user's nickname appears in a line does not mean anything, they may have recently connected to you via DCC, or fingered you, or any of a number of other things.

This command will **not** actually detect an attack, only provide information on who may be performing any attack you have detected. Use /netstat to detect attacks.

See protecting yourself for further information on detecting attacks and protecting yourself.

Note that this feature does **not** work on Windows NT or 3.11, only Windows 95.

## **/defld - Resetting flood counters**

### **/defld**

This command simply clears all internal counters related to flood and protection checks. If a user is accidentally ignored for flooding or you want to prevent some form of protection from setting off, you can use this command. It's rare that it will be needed, however.

## /netstat - Detecting non-IRC-based attacks

**/netstat** or  
**/icmp**

**/detect [interval] [level] [sensitivity]**

These commands provide a simple way to detect common Internet attacks that aren't sent over IRC. These commands can usually detect the following DoS attacks-

Nukes (ICMP unreach)  
ICMP ping (ICMP echo)  
"SSPing" (fragmented ICMP echo)  
UDP flood

Use **/netstat** to check the current status of these attacks **once**. A window will open giving statistics on each form of attack. Note that non-zero numbers do not necessarily mean **anything** is wrong. They only signify an attack if they rise when you do another **/netstat**. Therefore, to truly detect any attack, you usually need to perform **/netstat** multiple times.

If you want P&P to automatically check for attacks over a period of time and warn you if any are detected, use **/detect**. It will open the same window as **/netstat**, however the stats will be updated every 5 seconds. You can minimize the window and continue with your business, and you will be warned if an attack is detected. To turn this off, close the DOS window that was opened and is being used to update the window.

Note that this feature may **slow down** your computer so you may not want it running.

You can use **/detect** with parameters to customize how it works. The first parameter is number of seconds between updates, normally 5. The second parameter is how many packets of a given type must be received **per second** to constitute an attack. This is normally 5 also. The third parameter is how many updates must meet this level before you are warned. This is normally 2. This means that you need to be attacked for at least 2 updates (normally 10 seconds) before any warning is given.

This feature unfortunately cannot detect **who** is attacking you or any details about the attack, and is limited in that it can only update every few seconds. To help detect who may be attacking you, see /arp. See protecting yourself for information on getting programs that handle detection and protection better than a simple mIRC script can.

## /ign - Quick 'N' simple ignoring



**/ign** [-flags] nickname/address [level]

**/unign**

**/reign** [-flags]

These commands provide a quick and easy way to ignore users.

**/ign** will ignore the user you specify. If you give flags, they will specify what to ignore- **-i** for invites, **-t** for CTCPs, **-p** for private messages, **-n** for notices, **-k** for color codes, **-c** for channel messages. If you don't give flags, everything from that user **except** channel messages will be ignored.

If you don't give a level, the standard mask of **\*!\*goddess@\*.earthlink.net** will be ignored. If you do give a level, a mask will be used similar to /ban masks.

**/unign** will unignore the most recent ignore on your ignore list.

**/reign** will reignore the last ignore you unignored using **/unign**. If you do not specify any flags, **everything** from that user will be ignored. (including channel messages.)

## /ports - Scanning a server for ports

### **/ports**

This command will open up a window listing all ports that your current server supports. You can double-click on one to reconnect to that port. This is often a good way to dodge nukes, if you can find a non-standard port that is outside of the range 6660-6669 and 7000. Also, ports are listed by port speed, and often ports with less traffic can be notably faster.



## /portup - Increasing local port

***/portup amount***

This command is a bit complicated to understand, but is one of the best ways to dodge nuke attacks. Make sure you read and understand this fully before using this command.

When you connect to an IRC server, you will usually see something like-

```
*** Identd request from 204.247.0.122
*** Identd replied: 1074, 6667 : USERID : UNIX : goddess
```

This is your IRC server requesting your identd, and is normal. However a bit of really useful information can be derived from this. The **1074** in the above sequence is your **local port**. This is the port your computer is using to connect to the IRC server. This is important when talking about nukes, because for a nuke to work, the nuker must correctly guess your **local port** as well as your server port.

Most nuke programs do this by sending packets to every local port from 1024 to 1400. The end result of this is that if your local port is **above** 1400, any nuker who doesn't understand what they're doing will never be able to hit you. As most nukers simply use pre-packaged scripts to automate their nukes, if your local port is above 1400, you will be safe from them.

Sometimes a nuker will search for ports above 1400. You can avoid this by simply increasing your local port further.

To increase your local port, type **/portup** followed by the number to increase it by. If your current local port is **1074** and you wanted a port above 2000, you would type **/portup 1000**. Note that this command opens up a separate copy of mIRC to run in, since it takes a few seconds to perform. Once it is complete, you must reconnect to IRC to take advantage of the new local port. Your identd request, as shown above, should show your new port.

This change in port should last until you turn off your computer or it wraps around, from use, back to 1024. There is a limit to how high your local port can be increased on most systems. You can find this out by trial and error- If you go over the limit, you will simply wrap back to 1024.

## /rn - Random nick selection

**/rn**

**/urn**

These commands can provide a quick and easy way to avoid an annoyance or attack. Type **/rn** to change to a random nickname. The nickname is based on your current nickname somewhat, for example if your nickname is **FourAM** your new nickname might be **FourAM712**. Type **/urn** to undo this change and return to your previous nickname.

## /dellog - Quick log file deletion



**/dellog** [*nickname*/*#channel*]

This command deletes any log file for the current window, or a user or channel if one is specified.

## **/viewlog - Quick log file viewing**



**/viewlog [nickname/#channel] or**  
**/vlog [nickname/#channel]**

This command simply opens up any log for the current window in your text editor, or for the specified user or channel.

## /savelog - Quick log start

### **/savelog**

Sometimes you aren't logging a window, but in the middle of a conversation you decide you want to. Simply type this command in the window, and the current buffer will be saved to the appropriate log file, then logging initiated to the same file. This will append to any currently existing file of the same name.

**Warning-** this may not work properly if the window is **already** being logged.

## /edit - Easy file editing

***/edit [n/w] [filename.ext]***

This command simply opens up the specified file in your text editor. If you specify **n**, notepad will be used; if you specify **w**, wordpad will be used; otherwise, your default text editor will be used. (defined in P&P configuration.)

If you don't specify a filename, a new file will be created.

## /find - Express File Finder

**/find [-e][-a][-n] filemask/searchwords/directory or**  
**/ff [-e][-a][-n] filemask/searchwords/directory**

**/find -[aen][cdgilmrswxz] or**  
**/ff -[aen][cdgilmrswxz]**

This command is a powerful tool used to quickly find files and perform operations on them, such as send them via DCC or open them.

The first form will find files matching a certain filemask (such as **\*a\*.txt**), files whose name contains certain words in order (such as **old text**) or all files in a given directory tree. (such as **d:\downloads\**)

You can mix and match, for example **d:\*.txt, c:\uploads\\*word\***, etc. If you give a directory you must surround any search words with **\*** wildcards.

Once the window is open, select files and right-click for a variety of options.

If you specify the **-e** switch, only an exact filename is found- normally **/ff a.txt** will find all .TXT files with the letter 'a' in their name; **/ff -e a.txt** will only find files named A.TXT.

If you specify the **-a** switch, files found are added to the current contents of the Express File Finder window, instead of replacing them.

The **-n** switch simply leaves the file finder minimized instead of popping it up once the search is complete.

The second format of the command is used to quickly find files in commonly accessed directories. The **-e -a** and **-n** switches work as normal. The remaining switches all tell P&P what directories to scan. The switches correspond to the following-

<b>c</b>	All files in the mIRC directory
<b>d</b>	All files in your default download directory (as defined in mIRC's DCC options)
<b>g</b>	The 20 most recent files you have received via DCC get this session
<b>i</b>	All midi files in your midi directories (as defined in mIRC and P&P options)
<b>l</b>	All files in your logs directory
<b>m</b>	All MP2/MP3 files in your MP directories (as defined in P&P options)
<b>r</b>	The 20 most recent files you have accessed via P&P or DCC
<b>s</b>	The 20 most recent files you have sent via DCC this session
<b>w</b>	All wave files in your wave directories (as defined in mIRC and P&P options)
<b>x</b>	Any files you received via DCC but failed to completely transfer
<b>z</b>	All files in a custom sound type directory (include type, example- <b>/ff z Mod</b> )

You can specify multiple types, for example- **/ff -iw** will view all your midi and wave files. If you **only** specify one letter, you do not need to include the dash- **/ff r** is the same as **/ff -r** but you must use **/ff -gs** and not **/ff gs**.

## **/notes - Quick notes**

### **/notes**

This command simply opens up notes.txt in your mlrc directory for recording quick notes.



## /recent - Open most recent DCC get

**/recent [e/p]** or  
**/rec [e/p]** or  
**/got [e/p]**

This command simply runs the most recent file you've received via DCC. If you specify **e**, it will be opened to edit in your text editor. If you specify **p**, it will be played as a sound. Otherwise it will be run or open up with whatever default program it is associated with.

## /addons - Installing P&P addons

**/addons** or  
**/addon**

This command searches for P&P addons (.PPA files) in your mIRC directory and subdirectories. You then are prompted with a menu where you can install, uninstall, view info on, and configure addons. Simply follow the directions.

If you download a P&P addon, unzip it into your \addons directory within your mIRC directory. Then type **/addons** and you will be able to install it, etc.

## **/blackedit - Editing your blacklist**

### **/blackedit**

This command will display all users in your blacklist. (see [/black](#) for details on blacklisting users.) From here you can select entries and right-click to delete, modify, etc. blacklist entries.

## /useredit - Editing your userlist

### **/useredit**

This command will display all users in your userlist, and their levels. (see /user for details on quickly adding users to your userlist.) From here you can select entries and right-click to delete, modify, add or remove levels, etc. from users.

## /auth - Authorizing for DCC sends/chats



***/auth nickname/address [minutes]***

This command gives a user authorization to send you DCC send and chat requests, regardless of their current level or your settings. If you specify a nickname, their address will be looked up and used, otherwise the given address is used. The authorization lasts for five minutes. You can specify a number of minutes as the second parameter if you wish it to last for more or less than five minutes. Use /user to give 'permanent' authorization.

## /user - Setting user levels



*/userlevel nickname/address [numlevel/+level/-level] [#channel] or  
/user nickname/address [numlevel/+level/-level] [#channel] or  
/lvl nickname/address [numlevel/+level/-level] [#channel]*

This command allows you to view or set levels for a user. If you specify a nickname, their address will be looked up and used, otherwise the given address is used.

If you do not give a level, the user's current level info is shown. If you specify a numeric level, the user's numeric level is set to that. Otherwise the specified level is added or removed. (for example **+send** to add the "send" level, or **-nodcc** to remove the "nodcc" level.)

For the **op** level, you can optionally specify a channel- in that case, ops access is only added or removed for that channel. Otherwise, ops access is added or removed for all channels.

## /patches - Installing P&P patches

***/patches [drive] or  
/patch [drive]***

This command searches for P&P patches (.PPP files) on **all** drives. (specify a drive as a parameter to search only one drive, such as **/patch d:**) You then are prompted with a menu where you can install patches. Simply follow the directions.

Patches are small fixes distributed to solve bugs, problems, or add minor additions to the basic P&P install. Only patches from an official P&P site such as <http://pairc.com/pai/> should be installed. Patches are version-specific- If a patch is for an earlier version, it is already included in the newer version; if it is for a later version, you must have that version to install the patch.

If you download a P&P patch, unzip it into any directory. Then type **/patches** and you will be able to install it.

## /protedit - Editing channel protection settings

***/protedit [#channel]***

This command lets you edit the protection settings for a specific channel, or global (default) protection settings if no channel is specified. In the editor you can double-click on any option or setting to modify it, or right-click for other options. Instructions are provided at each step on what to do to change settings.



## /config - Peace and Protection configuration

**/config**  
**/colors**  
**/schemes**  
**/fonts**  
**/elements**  
**/ctcpedit**

The first command, **/config**, enters P&P configuration, where you can edit all sorts of P&P settings and options. Double-click to select or modify an item, or right click for options.

The remaining commands jump directly to specific sections of P&P configuration-

<b>/colors</b>	<u>Color configuration</u>
<b>/schemes</b>	<u>Color scheme selection</u>
<b>/fonts</b>	<u>Fonts selection</u>
<b>/elements</b>	<u>Screen display elements configuration</u>
<b>/ctcpedit</b>	<u>Edit CTCP replies</u>

See configuration for details on P&P configuration options.

## /cd - Compact Disc player

**/cdcheck** or  
**/cd**

**/cdplay [track] [-a/-q/nickname/#channel]** or  
**/cd p/track [-a/-q/nickname/#channel]**

**/cdview** or  
**/cd v**

**/cdini** or  
**/cd i**

**/cddrive [drive]** or  
**/cd d [drive]**

**/cdedit [t/a/#] [new title/artist/track name]** or  
**/cd e [t/a/#] [new title/artist/track name]**

These commands let you play CDs and view CD information. **/cdcheck** is required before any CD playing/editing commands will work, and whenever you change the CD. It scans the current CD so P&P knows what CD is in there and how many tracks it has. You can also perform a CD check by pressing F3.

**/cdplay** will play the CD or a track off the CD. If no track is specified, the CD is played starting from track 1. The second parameter determines "where" it is played. If none is given, a message is simply displayed in the current window but nothing is said over IRC. If **-a** is used, an action stating what you are playing is said to the current window. If **-q** is used, the track is played quietly, nothing is displayed at all. You can also give a channel or nickname to send the action to.

**/cdview** lets you view the CD information and edit the CD title, artist, and track names. Follow the directions or right-click for options. Pressing ShiftF3 will also open this window. If the window is already open, pressing ShiftF3 will play the CD starting at track 1.

**/cddrive** lets you change the drive used for CDs. If none is given, you will be prompted for a drive.

**/cdini** will scan your HD and prompt you for which file you wish to use to store CD info. P&P remembers the tracks, title, and artist for CDs so that you only have to enter this data once. You can store this data in CDPLAYER.INI (so that Windows CDPlayer can access it) or in P&P's own data file. The advantage of P&P's own data file is that Window's CDPLAYER.INI can only hold 30k of data and so it may fill up if you play a lot of CDs.

**/cdedit** will let you quickly edit track titles and CD info. **t** will let you change the CD title, **a** will let you change the CD artist, and a track number will let you change the title for that track. If you do not give a new name, you will be prompted for one.

## /echeck - Checking for e-mail



### **/echeck**

This command will check your current e-mail account, as configured, and display how many new messages are waiting. You can then right-click for options, including viewing mail headers or downloading mail.

You can use F4 to quickly step through a typical e-mail session. Pressing it will check for new mail. If new mail is detected, press it again to download the headers. Once the headers are downloaded, press F4 to download all messages, leaving them on the server. Once reading an e-mail, press F4 to reply to it, quoting the entire message, or the selected portion if you've selected part of the message. See /esend for more details on composing a reply and sending it.

## /esend - Compose new e-mail



**/esend [to] [subject]**

This command will allow you to compose an outgoing e-mail. If you do not specify a recipient or subject, you can specify one later. Now simply type your message, right-clicking on the window for options. You can double-click on a line to edit it.

To insert lines, click on the line to insert before, then type as normal. Hold Ctrl and reclick on the line to unselect it so you can type at the end of the message again.

If you prefer you can import a message (right-click to do so) if you want to edit the e-mail in an external text editor.

To send the e-mail, you can press F4, and once the mail is sent, F4 will close the progress window and e-mail you just sent.

## **/ecfg - Configuring your e-mail settings**



**/ecfg**

This command will open up a window where you can edit the settings for your current e-mail account. Double-click on a line to modify the setting. Use /eacc to change accounts.

## /eacc - Changing e-mail accounts



**/eacc [n/d/#]**

This command is used to change the e-mail account used for e-mail commands such as /echeck and /esend. If you do not specify a parameter, your current account number and name is displayed.

Specify a number to load an account. The account must exist for you to load it. Specify **n** to create a new account. Specify **d** to delete the current account. Use /ecfg to configure the current account.

There is no limit to the number of accounts you can have defined, although only the first 5 will appear in the E-Mail popup menu under P&P Tools.

## /ebook - E-Mail address book



**/ebook** or  
**/eaddr**

This command opens your current e-mail address book for viewing and modification. Here you can add, delete, or modify the users in your address book. Double-click on a line to select or modify it, or right-click for options.

You can also create new address books and change the current book using the options in this window. There is no limit to the number of address books you can have, or the number of addresses per book. Address books are also easy to use as mailing lists, as you can quickly add all entries in a book to a Carbon Copy list when composing an e-mail.

## /email - E-Mail commands



**/email** [*cfg/acc/s/a/b*] [*parameters*]

This command is simply another way of accessing the other commands. The first parameter given determines the command run-

<b>cfg</b>	Configuration- <u>/ecfg</u>
<b>acc</b>	Account selection- <u>/eacc</u>
<b>s</b>	Send (compose) e-mail- <u>/esend</u>
<b>a or b</b>	Address book- <u>/ebook</u>
<b>(none)</b>	E-Mail check- <u>/echeck</u>



## /bot - Using a bot for a command



### **/bot command**

This command attempts to perform a standard op command, such as /op or /topic, using the first available bot in your /botlist. Note that you must have at least one bot defined that supports the command, or this will not work. An example- Assuming you have a bot in your /botlist that supports topic changes you could do- **/bot topic This topic was set through the bot.**

This command is similar in use to the /x/w/ch commands.

## /botlist - Defining bots to automatically use

**/botlist a/c/d/j/v [#channel] [botmask] [setting]**

You may never need to use this command, but if you do it can be a very powerful command. It allows you to define bots that you will automatically use to perform op-type commands if you are not opped. For example, if you are not opped, and type **/op Pai**, P&P will use any bot on your botlist to op Pai if you have defined an "op" command. This support extends to all commands that support X and W use, including most op-type popups. You can also force P&P to use a bot even when opped, using the /bot command. This feature works similar to P&P's support for X and W.

Note that these commands may be easier to use through the popups in the channel, under Extras.

To **add** a bot to a channel, use **/botlist a #channel botmask password**. Botmask is the mask that the bot must match. For example, **MyBot\*!\*bottie@\*.earthlink.net**. Password is required. If the bot does not use passwords, just use any old word.

To limit the bot to a single network, add **\$network** to the botmask, for example, **MyBot\*!\*bottie@\*.earthlink.net\$Undernet**. If the bot is an eggdrop bot or other bot that you want to have your password sent to whenever you initiate a DCC chat, add **leggy** to the botmask, for example, **MyBot\*!\*bottie@\*.earthlink.netleggy**. If the bot is a service that does NOT need to be on the channel to be used (like ChanServ) specify the botmask as the exact target to message, and add **\service** to the botmask, for example, **ChanServ\service**.

See further on for how to add support for commands to the bot now that it's added.

Readd the bot to change the password.

To **delete** a bot from your botlist, use **/botlist d [#channel] botmask/num**. If you know the number of the bot (1 for the first bot in the list, 2 for the second, etc.) you can use that number, otherwise type the exact bot mask you used to add it. The bot will be deleted from your list.

To **clear** all botlist entries, use **/botlist d [#channel]**.

To **view** your botlist, use **/botlist v [#channel]**.

If you want P&P to automatically request ops from a bot on the botlist when you **join**, use **/botlist j #channel on/off**.

To add or change the **commands** a bot supports, use **/botlist c #channel botmask/num name command**. If you know the number of the bot (1 for the first bot in the list, 2 for the second, etc.) you can use that number, otherwise type the exact bot mask you used to add it. **name** is the command to add. This must be one of the following commands-

<b>opme</b>	Command used to op yourself.
<b>op</b>	Command used to op other users.
<b>deop</b>	Command used to deop other users.
<b>topic</b>	Command used to change the topic.
<b>kick</b>	Command used to kick a user.
<b>ban</b>	Command used to ban or kickban a user.
<b>unban</b>	Command used to unban a ban.
<b>login</b>	Command performed every time you join the channel with that bot.

**command** is the actual command to perform. Use **&bot&** to represent the bot's nickname, **&pw&** to represent your password, **&me&** to represent your nickname, **&chan&** to represent the channel name,

&nick& to represent the target of an action (user opped/deopped/kicked/banned/unbanned), and &msg& for a topic or kick/ban message.

Some examples-

**/botlist c #anime 1 opme /msg &bot& opme &pw&**

(bot 1 on #anime) When you try to op yourself, a message will be sent to the bot of "opme (password)"

**/botlist c #saturn 2 topic /ctcp &bot& topic &msg&**

(bot 2 on #saturn) When you try to change the topic, a CTCP will be sent to the bot of "topic (new topic here)"

**/botlist c #mirc 1 op /msg &bot& op &chan& &pw& &nick&**

(bot 1 on #mirc) When you try to op someone, a message will be sent to the bot of "op #mirc (password) (user-to-op)"

## /xmsg - Sending to X, W, and ChanServ

*/xmsg command*

*/wmsg command*

*/csmg command or*

*/cmg command*

These commands simplify sending commands to X, W, or ChanServ. They are simple abbreviations for /msg X, /msg W, and /msg ChanServ, with a couple improvements.

If the command requires a target "channel" you do not need to enter it, and the current channel will be used. For example, **/xmsg kick loser** instead of **/msg X kick #anime loser**. Also, for X and W, the command is automatically sent to **X@channels.undernet.org** or **W@channels2.undernet.org**, respectively, as required by the PASS and LOGIN commands.

## /x - Using X, W, or ChanServ for a command

***/x command*** or  
***/hs command***

This command attempts to perform a standard op command, such as /op or /topic, using X or W or ChanServ. (whichever is appropriate) The command used does not affect the bot used- Both **/x** and **/ch** use X or W if one of them is on the channel, or ChanServ if you are on DALnet. Use **/x** whether the bot is X or W.

These commands assume you already have access to the bot. Note that ChanServ only supports opping, deopping, and banning users by way of AKicks, so only these commands are supported for ChanServ.

## **/ele - Repeating P&P events**

**/ele** *[target]*  
**/sle** *[target]*  
**/rle**

These commands repeat the last P&P message displayed. **/ele** will say it to the current window, or the target window if you specify one. **/sle** is similar but will strip all colors and attributes out first. Both of these commands work by putting the event in the current editbox as a **/say** or **/msg** command; this way you can verify that the proper event is there, or edit it, before pressing Enter to send it.

**/rle** will simply repeat the last message locally, on your screen only.

## **/eln - Repeating private notices**

**/eln [target]**  
**/sln [target]**  
**/rln**

These commands repeat the last private notice you've received. **/eln** will say it to the current window, or the target window if you specify one. **/sln** is similar but will strip any colors and attributes out first. Both of these commands work by putting the notice in the current editbox as a **/say** or **/msg** command; this way you can verify that the proper notice is there, or edit it, before pressing Enter to send it.

**/rln** will simply repeat the last notice locally, on your screen only.

## /alarm - Setting simple timed alarms

***/alarm ##m/##s/##:##[a/p] [soundfile.ext] message***

This command sets up a simple alarm to go off with the given message. If a soundfile is given (extension included) that sound will be played for the alarm, otherwise a simple beep will be used.

The first parameter defines when to set off the alarm. A number followed by **m** means that many minutes; a number followed by **s** means that many seconds. Otherwise, this parameter is the time to set off the alarm. If **a** is specified it is taken as AM, if **p** is specified it is taken as PM, otherwise it is assumed to be 24-hour time.

When the alarm is activated, a full-screen window will open with your message in large letters (visible at a distance) and the computer will beep or play the specified sound.



## **/auto - Auto events**

```
/auto [x/w/c][a/p/d/v] [#channel] [password]  
/auto [n][a/p/d/v] [nickname] [password]  
/auto [f/o/j/*][a/p/d/v/e/u] [#channel] [command]
```

The first version of this command is used for automatic X, W, and ChanServ logins. The second version is for automatic NickServ logins. The third version is for events performed automatically when you join a channel, when other users join a channel, or when you are opped on a channel.

All of these can be accessed through popups in the channel for X/W or ChanServ, or status window for NickServ. These popups are probably easier to use, however if you want to use the commandline versions select one of the following subsets of **/auto** to read about.

```
/auto for X, W, and ChanServ logins  
/auto for NickServ logins  
/auto for channel events
```

## /auto for X, W, and ChanServ logins

**/auto [x/w/c][a/p/d/v] [#channel] [password]**

This command will let you modify automatic X, W, and ChanServ logins. The first parameter specifies the bot and action. **x** and **w** are used for X and W, and **c** is used for ChanServ. (ChanServ logins are only needed for the founder.) **a** is used to add logins, **p** to perform logins, **d** to delete them, and **v** to view them. Combine one of each category for your parameter- for example, **xa** to add an X login, or **cv** to view ChanServ logins.

To **add** a login, you must give a channel and your password. For example, **/auto xa #anime mypass** will add an automatic login to X on #anime, using the password "mypass".

To **delete** a login, give the channel. For example, **/auto cd #saturn** to delete any ChanServ login on #saturn. If you do not specify a channel, **all** logins of that type are deleted. **/auto xd** will delete all X and W logins.

To **view** your logins, use **/auto xv** or **/auto cv**.

To force a login to be **performed**, give the channel. For example, **/auto cp #IM** to perform the automatic ChanServ login for #IM.

## /auto for NickServ logins

**/auto [n][a/p/d/v] [nickname] [password]**

This command will let you modify automatic NickServ logins. The **n** specifies that it's a NickServ login being modified. The second letter specifies the action- **a** is used to add logins, **p** to perform logins, **d** to delete them, and **v** to view them. For example, **nd** to delete NickServ logins.

To **add** a login, you must give a nickname and your password. For example, **/auto na pai mypass** will add an automatic login to NickServ for "pai", using the password "mypass".

To **delete** a login, give the nickname. For example, **/auto cd jack** to delete any NickServ login for "jack". If you do not specify a nickname, **all** NickServ logins are deleted.

To **view** your logins, use **/auto nv**.

To force a login to be **performed**, use **/auto np**. NickServ login will be performed for your current nick, assuming you have a password set for it.

## /auto for automatic channel events

**`/auto [f/o/j/*][a/p/d/v/e/u] [#channel] [command/setting]`**

This command lets you modify automatic events to be performed when you or another user joins a channel or when you are opped. It is rather complex but with complexity comes versatility. If you don't want to deal with the complexity, use the channel popups under Extras to edit auto events.

The first parameter specifies what type of auto event to work with, and what you want to do. The first letter is the type of auto event-

- f** Events performed when you **first** join a channel.
- o** Events performed when you become **opped**.
- j** Events performed when any **other** user **joins** a channel.
- \*** Work with all three types (only good for **deleting**, **viewing**, or setting **expire** time)

The second letter is what you want to do-

- a** **Add** auto event
- d** **Delete** auto event
- v** **View** auto events
- p** **Perform** auto event
- e** Set **expire** time for auto events
- u** Set **userlevel** for auto events (only works for **join** auto events)

For example, use **fa** to add an auto event for when you first join a channel, or **\*v** to view all three types of auto events.

All auto events can either be channel-specific or apply to all channels. To work with channel-specific auto events, specify a channel in the **/auto** command; to work with auto events for all channels, don't specify any channel. You must specify a channel for the **perform** command.

To **add** an auto event, specify the command to be performed. It will be added to the current list of auto events. You can have any number of auto events of any type for any or all channels, and they will be performed in the order that you added them.

Some special parameters you can use in your command-

- &me&** will represent your nickname.
- &chan&** will represent the channel.
- &nick&** will represent the user who just joined or who opped you.

To **delete** auto events, specify a channel and **all** auto events of that type on **that** channel will be deleted, or if you don't give a channel, **all** auto events of that type on **any** channel will be deleted. Use **/auto \*d** to delete all auto events of all types.

To **view** auto events, specify a channel and the exact list of auto events will be shown, in the order that they will be performed. If you don't specify a channel, all global auto events, as well as channel specific auto events for all channels, will be shown.

To **perform** auto events manually, specify a channel, then the user that joined the channel or opped you. For auto events activated when **you** join, give your nick. For example, **/auto jp #anime pai** will perform events as if "pai" had just "joined" #anime.

Auto events can automatically be disabled, or **"expire"**. To enable or disable this, use **e**. For **setting**,

specify 0, 1, 2, or 3, as follows-

- 0** These auto events will **never** automatically expire.
- 1** These auto events will automatically expire when you **exit** mIRC.
- 2** These auto events will automatically expire when you **disconnect** from IRC.
- 3** These auto events will automatically expire when you **part** the channel.

On-join auto events can have an associated **userlevel**. This is used to prevent the auto event from activating on users you don't want it to, or limit it to only certain users. To change or view this setting, use **/auto ju [#channel] [level]**. If you don't specify a level, the current setting is displayed, otherwise a new userlevel is set. **Level** can be any of the following-

- >#** Activates only if userlevel is **above** the given number.
- <#** Activates only if userlevel is **below** the given number.
- >=#** Activates only if userlevel is **above or equal** to the given number.
- <=#** Activates only if userlevel is **below or equal** to the given number.
- =#** Activates only if userlevel is **equal** to the given number.

## /b - Abbreviation



**/b** *[parameters]*

This command is an abbreviation for either /back or /ban, depending on how you have it set in P&P configuration. It defaults to /back.

## **/flush - Panic button**

### **/flush**

This command is for use when P&P starts acting strange or generates erroneous behavior while connected to IRC. This command will cause P&P to reinitialize and perform all startup and connect events, as if you had reconnected to IRC. This should clear up any problems that may occur. No problems should occur from the use of this command, however if you are not set to retain away message on reconnect, you will no longer be marked as away.

## **/finduser - Finding a user's new nickname**

***/finduser oldnickname***

If a user you were talking to or looking for recently left IRC, and you want to know if they simply changed to a new nickname, use this command. If the user did in fact simply change nickname, this command will attempt to locate the new nickname. It only works on some networks- for example, it works on Undernet, but not on DALnet. It does **not** matter if the user is "invisible" (+i) or not. It locates the user using a normal ping, so if the user is not replying to pings or CTCPs, you will not get their new nickname; however this routine will determine that they are still online, simply not be able to tell you the new nickname.



## **/nearserv - Locating "nearby" servers**

**`/nearserv [<##] [>##]`**

This command simply collects the names of servers that are one or two hops away from your current server, displays them, and lets you press ShiftF9 to connect to one randomly. You can use the > and < parameters to specify the range of hops you wish to locate. For example, **`/nearserv >3 <4`** will find servers from three to four hops away.

## **/server - Connecting to an IRC server**

***/server [irc.server] [port]***

P&P adds some improvements to mIRC's **/server** command. If you don't specify any server or port, and just type **/server**, P&P will prompt you which server to connect to, defaulting to the last server you connected to.

If you specify just a port, and no server, P&P will (re)connect to the last server you connected to, using that port.

Specifying a server with or without a port works as normal, connecting to that server and port, or the default port (usually 6667) if none is specified.

## /rr - Rerouting windows

**/rr [-l] source!/chan!/chat!/msg [target] or**  
**/setrr [-l] source!/chan!/chat!/msg [target] or**  
**/rrset [-l] source!/chan!/chat!/msg [target]**

**/rr -c/-v or**  
**/setrr -c/-v or**  
**/rrset -c/-v**

**/rr [-/+ ]j m n p s t or**  
**/setrr [-/+ ]j m n p s t or**  
**/rrset [-/+ ]j m n p s t**

**/clearr or**  
**/rrclear**

These commands allow you to reroute windows. Anything said in the source window, you will "say" a copy of, in the target window.

The first version of **/rr** is the basic method of rerouting. Specify a source window, and a target window, to set up a reroute. Specify no target to disable rerouting for the source. Specify **-l** to **link** the source to the target- A reroute will be set up from the source to the target, and a reverse reroute will be set up from the target to the source. This is useful for linking two channels, etc.

To reroute to or from a DCC chat, prefix the nick with a = sign, for example **=pai** for a chat with "pai".

There are three special "sources" that you can use-

**!chan** Anything said in **any channel** will be rerouted according to this setting  
**!chat** Anything said in **any DCC chat** will be rerouted according to this setting  
**!msg** Anything said via **any private message** will be rerouted according to this setting

Use **/rr -c** or **/clearr** to **clear** all rerouting. Use **/rr -v** to view the current rerouting settings.

The third version of **/rr** is used to change special rerouting **modes**. You can specify one or more "modes", each prefixed with a **+** or **-**, to turn that mode on or off, respectively. The following modes are available- (all default to on, and all apply to all reroutings.)

**j** Show **joins**, parts, kicks, and quits for channel reroutes.  
**m** Show **my** text, IE the text you type to the window being rerouted.  
**n** Show **nick** changes for channel reroutes.  
**p** **Prefix** all msg reroutes with **(msg)** and all DCC reroutes with **(dcc)**.  
**s** Show the **source** channel name for channel reroutes.  
**t** Show **topic** changes for channel reroutes.

For example, **/rr +nj-m** would turn on nick and join rerouting, but disable rerouting for the text you type.

## **/login - Raw Internet logins via DCC chat**

***/login address port***  
***/irclogin address [port]***

These commands are intended for users who understand Internet TCP connections. They login, via a DCC chat, to any address and port you specify. **/irclogin** defaults to port 6667 if you do not specify one, and will automatically handle the IRC login handshake for you.

## /notify - Notify list modification



**/notify [-dirvw] nickname [address] [note]**

This command has been expanded over mIRC's default **/notify** command. You can specify an address mask to match (such as `*!*goddess@*`) and when that user is online, their address will be checked and you will be notified whether they are or are not the person they should be, based on the result. "note" is simply the standard notify note to go with a nickname.

The following switches can be used with **/notify-**

- d** Perform an address check based on identd and domain IE `*!*goddess@*.earthlink.net`. You do not need to give an address, it will be looked up for the nickname automatically.
- i** Perform an address check based on identd only IE `*!*goddess@*`. You do not need to give an address, it will be looked up for the nickname automatically.
- r** Remove the user from notify; without this switch, the user will be added.
- v** Only show this user's notify on the current server. For example, if you use this switch while on Undernet, the user added will only be shown as "online" if you are on Undernet; they will not be shown at any other time.
- w** Perform a whois on the user when they join IRC.

## **/about - About Peace and Protection**

### **/about**

This command simply performs a fancy little sequence that gives a little information about Peace and Protection.

## Channel Popups

[@Op](#) 

[X or W](#) 

[ChanServ](#) 

[Protection](#) 

[Extras](#) 

[Chan info](#) Display channel info, such as user counts, topic, mode, etc. See [/chaninfo](#)

[Banlist...](#) View (and edit) the channel banlist. See [/ban](#)

[Logging](#) 

[Scans](#) 

[Ping](#) [Ping](#) the channel. See [/ping](#)

[Notices](#) 

[Favorites](#) 

## Channel Popups

@Op


[Opnotice...](#) Enter a message to send to all ops. See [/onotice](#)

[Topic...](#) Change the channel topic. See [/etopic](#)

[Channel Central...](#) Open mIRC Channel Central, to change modes, topic, and unban.

[Clone control](#) 

[Mode +tn only](#) Set the channel mode to +tn with no other modes. See [/mode](#)

[Moderation](#) 

[Other modes](#) 

[Kicks/bans](#) 

[Mass stuff](#) 

## Channel Popups

@Op

[Clone control](#)

[Find clones on #channel](#) Locate any clones on the channel. See [/clones](#)

[Find clones anywhere](#) Locate any clones on any channels. See [/clones](#)

[Kick clones on #channel](#) Kick any clones on the channel. See [/clrc clones](#)

Ban clones on  
#channel

Ban any clones on the channel. See /clrclones

## Channel Popups

@Op

Moderation

Moderate

Set mode +m, moderating the channel. See /mod

Unmoderate

Set mode -m, removing channel moderation. See /demod

+Voice all

Give voice to all users on the channel. See /fvoc

Devoice all

Take voice from all users on the channel. See /fdvoc

## Channel Popups

@Op

Other modes



User must be /invited before they can join the channel.

Invite only



User must use the correct key to join. (see /join)

Key required...



Place a limit on the number of users allowed in the channel.

Limit user count...



People outside of a channel can't send messages to it.

No external msgs



Hide channel in /whois, /who, and /names.

Private



Hide channel in /whois, /who, /list, and /names.

Secret



Only ops can change the channel topic.

Topic by ops only

## Channel Popups

@Op

Kicks/bans

Ban last user to part

Ban the last user to part or be kicked. See /banlast

Unban last ban made

Unban the last ban set by anyone. See /unban

Reban last ban

Ban the last ban unset by anyone. See /reban

unbanned

Filterkick...

Kick all users matching a mask. See /fk

Filterkick nonops...

Kick all nonopped users matching a mask. See /fknonop

Ban...

Ban a user or mask. See /ban

Kickban...

Kickban a user or mask. See /kb

Unban...

Unban a user or mask. See /unban

Edit banlist...

View (and edit) the channel banlist. See /ban

## Channel Popups

@Op

Mass stuff

Kick all nonops...

Kick all nonopped users. See /fknonop

Deop all but  
yourself...

Take ops from everyone but yourself. See /fdop

@Op ALL users...

Give ops to everyone. See /fop



# Channel Popups

X or W

[Topic...](#)

Change the channel topic.

[Invite...](#)

Invite a user to the channel.

[Filterkick...](#)

Kick all users matching a mask.

[Bans](#)



[Banlist](#)



[Access](#)



[Info](#)



[Status](#)

View channel settings, number of ops, and channel idle time.

[Suspend](#)



[Users](#)



[Join/part](#)



[Config](#)



[Config](#)



[Get X/W!](#)



*(numbers next to popups indicate X/W access level required to perform that command)*

## Channel Popups

X or W

Bans

[Cannot be opped...](#)

Ban a user or mask from being opped; user can still join channel.

[Ban from](#)

Ban a user or mask from the channel. (level 75)

[joining...](#)

[Custom level...](#)

Ban a user or mask, custom ban level.

[Unban...](#)

Unban a user or mask.

## Channel Popups

X or W

Banlist

[List X/W bans...](#)

List bans in X/W matching a pattern. (\* for all)

[List channel bans](#)

List active channel bans.

## Channel Popups

X or W

Access

[Automatic login](#)



[Perform login...](#)

Login to X or W.

[Change](#)

Change your X or W password.

[password...](#)

[Deauthenticate](#)

"Un"login from X or W; cannot use X or W until you login again.

[Login as new user](#)

Login for the first time and set your first password.

## Channel Popups

X or W

Access

Automatic login

[Enable for #channel...](#)

P&P will automatically login to X/W on signon and join.

[Disable for #channel](#)

P&P will not automatically login to X/W.

[View all X/W auto logins...](#)

View all channels P&P has automatic logins for.

[Clear all X/W auto logins](#)

P&P will not automatically login to X/W on **any** channel.

## Channel Popups

X or W

Info

[Your access](#)

Find out what access you have to X/W on this channel.

[Your commands](#)

Find out what commands you can use on this channel.

[Check user's access...](#)

Find out what access someone else has.

[Channel info](#)

View channel description, URL, and founder.

## Channel Popups


X or W

Suspend	
Suspend user, in seconds...	User cannot access X/W for a given number of seconds.
Suspend user, in minutes...	User cannot access X/W for a given number of minutes.
Suspend user, in hours...	User cannot access X/W for a given number of hours.
Suspend user, in days...	User cannot access X/W for a given number of days.

Unsuspend user...	User is unsuspended and can now access X/W.
-------------------	---

## Channel Pops

X or W

Users	
Add user...	Give a user access to X/W.
Remove user...	Take away a user's access to X/W
Change access...	Raise or lower a user's access to X/W
Modify <u>mask</u> ...	Change the address which a user must match to access X/W.
 Set auto-op	Set whether user is automatically opped by X/W.

Modify password...	Change a user's password, in case they have forgot it.
--------------------	--






## Channel Pops

X or W

Join/part	
Have X/W part channel	X or W will leave the channel.
Have X join the channel	X will join, if the channel is in X's database.
Have W join the channel	W will join, if the channel is in W's database.
Add to X/W's autojoin list	X/W will automatically join when rebooting.
Remove from X/W's autojoin list	X/W will not automatically join.

## Channel Pops

X or W

Config	
Mass deop protection...	Set how many deops before a user is kicked and suspended.
Nick flood protection...	Set how many nick changes before a user is kicked.
 X/W always opped	Set whether X/W is automatically opped on join.
 Description	Set or clear channel description shown in channel info.
 URL	Set or clear channel URL shown in channel info.
 Automatic topic	Periodically changes the topic to description and URL.
 Auto-op for new users	Whether users added to X/W have auto-op on or off.

## Channel Pops

X or W

Config

General flood protection... # of kicks/modes before a user is kicked and suspended.



No ops but X/W

Only X/W will allowed to be opped.



Only allow OP command

Disable deop/topic/kick/ban/unban/invite commands.



Only allow known ops

Only users in X/W database can be opped.

## Channel Popups

X or W

Get X/W!

Login and get X for the first time...

Login as founder and have X join the channel.

Login and get W for the first time...

Login as founder and have W join the channel.

Read me first

Notes about getting X/W for your channel.

## Channel Popups

ChanServ

AutoKick



Mass



Unban self

Unban any channel bans against you.

Unban all

Unban all channel bans.

Info

View channel description, founder, and settings.

Your access

Find out what access you have on ChanServ in this channel.

List



Access...

Find out what access another user has on ChanServ in this channel.

Count of ops

Get a count of ops on the channel.

MemoServ...

Sends a memo to all channel SOPs using MemoServ.

AutoOps



SuperOps



Founder



Config



(letters next to popups indicate access level required to perform that command-

F = Founder

S = SuperOp

A = AutoOp

-- = None required)

## Channel Popups

### ChanServ

- AutoKick
- [Add...](#) Adds a user to ChanServ's AutoKick list.
- [Delete...](#) Removes an AutoKick from ChanServ.
- [Wipe...](#) Clears the AutoKick list for this channel.

## Channel Popups

### ChanServ

- Mass
- [Deop...](#) Deops all users who have lower access than you.
- [Kick...](#) Kicks **all** users (clear channel) if no one present has higher access than you.

## Channel Popups

### ChanServ

- List
- [AOP...](#) Lists all AutoOps matching a mask.
- [SOP...](#) Lists all SuperOps matching a mask.
- [AKick...](#) Lists all AutoKicks matching a mask.

## Channel Popups

### ChanServ

- AutoOps
- [Add...](#) Adds a user as AutoOp on the channel.
- [Delete...](#) Deletes an AutoOp from ChanServ.
- [Wipe...](#) Clears the entire AutoOp list for this channel.
- [Clean...](#) Removes all AutoOps whose NickServ access has expired.


## Channel Popups

### ChanServ

- SuperOps
- [Add...](#) Adds a user as SuperOp on the channel.
- [Delete...](#) Deletes an SuperOp from ChanServ.
- [Wipe...](#) Clears the entire SuperOp list for this channel.
- [Clean...](#) Removes all SuperOps whose NickServ access has expired.

## Channel Popups

### ChanServ

- Founder
- [Automatic login](#) 

- [Perform login...](#) Logs in as channel Founder with ChanServ.
- [Change password...](#) Changes your Founder password.
- [Set self as founder](#) Sets this nickname as the channel Founder.
- [Register channel...](#) Registers this channel with ChanServ.
- [Drop channel...](#) Removes this channel from ChanServ's database.












# Channel Popups

## ChanServ

Founder	
Automatic login	
Enable for #channel...	P&P will automatically login to ChanServ on signon.
	P&P will not automatically login to ChanServ.
Disable for #channel	
View all ChanServ auto logins...	View all channels P&P has automatic logins for.
Clear all ChanServ auto logins	Disable all P&P automatic ChanServ logins.




# Channel Popups

## ChanServ

Config	
Description...	Sets the channel description in ChanServ.
 URL	Sets or clears the channel URL in ChanServ.
 Mode lock	Sets or clears <u>modes</u> that ChanServ will enforce.
 Private channel	Channel will not appear in ChanServ searches.
 Channel memos	Set who can send bulk memos to all SOPs.
 If chan empty let creator be op	If the channel is empty, whoever joins it keeps ops.
 Only allow known ops	Users not in ChanServ database cannot be opped.
 Only allow ops into channel	Users not in ChanServ database will be kicked.
 Require ops login to NickServ	Must login to NickServ before accessing ChanServ.
 Don't require login for founder	Founder doesn't need login for Founder commands.
 Limit topic changes to	Limit topic changes to SuperOps or Founder.
 Keep topic when chan is empty	If channel is empty, recreate topic when a user joins.

# Channel Popups

## Protection

Global protection settings...	Configure the default channel protection settings.
Settings for #channel...	Configure protection settings specific to this channel.
 Quick protection disable	
 CTCP flood protection	
 Whois on join	Set whether to whois users automatically when they join.



✓ @Ops bypass protection



✓ +Voices bypass protection

Ops will not set off most channel protections.

Voiced users will not set off most channel protections.

General channel config...

General P&P configuration, channel options.

## Channel Popups

### Protection

Quick protection disable

[Disable all](#)

[Reenable all](#)

Disables all channel protection.

Reenables whatever was disabled.

[Disable CTCP/DCC  
protections](#)

Disables all CTCP and DCC based protections.

[Disable text protections](#)

Disables all text based protections. (floods, caps, etc.)

[Disable mode/topic protections](#)

Disables all mode, kick, topic, nick based protections.

[Disable join/clone protections](#)

Disables all protections from joining, including clones.

*(these popups are useful if you need to quickly disable a protection causing a problem or slowing your computer down too much.)*

# Channel Popups

## Protection

CTCP flood protection

[Set to normal level](#)

The normal level of CTCP flood protection will be used.

[Set to high level](#)

A higher level of CTCP flood protection.

[Set to tight level](#)

Strict CTCP flood protection that kicks on two CTCPs.

[Set to global default](#)

Use the global default CTCP flood protection.

[Disable \(turn off\)](#)

Disable CTCP flood protection for this channel.

# Channel Popups

## Extras

[Font](#)



[Rerouting](#)



[MemoServ...](#)

Send a memo to all SOPs on the channel. (must be AOP or higher)

[Auto mode/topics](#)



[Auto events](#)



[Botlist](#)



[Rejoin](#)

Leave and rejoin the channel. See [/rejoin](#)

# Channel Popups

## Extras

Font

[Basic font](#)

Set the font to P&P's basic font. See [/fonts](#)

[Popup font](#)

Set the font to P&P's popup font. See [/fonts](#)

[Fixedsys](#)

Set the font to Fixedsys. Good for viewing ASCII art.

[Arial](#)

Set the font to Arial. (a good proportional sans serif font)

[Times New](#)

Set the font to Times New Roman. (a good proportional serif font)

[Roman](#)

[Select...](#)

Select a font to use for this channel or all channels.

# Channel Popups

## Extras

[Rerouting](#)

[Reroute #channel...](#)

Reroute everything in channel to another window. See [/rr](#)

[Link #channel...](#)

Reroute to another window and back. See [/rr](#)

[Disable reroute](#)

Cancel any rerouting for this channel. See [/rr](#)

[Reroute ALL channels...](#)

Reroute all channels to another window. See [/rr](#)

[Disable ALL rerouting...](#)

Cancel all rerouting. See [/clearrr](#)

[How to reroute](#)





[View rerouting settings...](#) View current reroutes and rerouting settings. See [/rr](#)

## Channel Popups

### Extras

Rerouting

How to reroute



✓ [Prefix with #channel](#)



✓ [Show joins/parts](#)



✓ [Show topics](#)



✓ [Show nick changes](#)



✓ [Show what you type](#)

The channel name will prefix all rerouting. See [/rr](#)

Joins, parts, quits, and kicks will be rerouted. See [/rr](#)

Topic changes will be rerouted. See [/rr](#)

Nick changes will be rerouted. See [/rr](#)

Text you type in the channel will be rerouted. See [/rr](#)

## Channel Popups

### Extras

Auto mode/topics

[Set a mode to be](#)



[Set a topic to be](#)



[View current settings](#)

[Clear current settings](#)

View current auto modes/topics for channel. See [/strictinfo](#)

Disable auto modes/topics for channel. See [/strict](#)

## Channel Popups

### Extras

Auto mode/topics

Set a mode to be

[enforced at all times...](#)

[set when you are opped...](#)

[set when you are alone...](#)

Mode will be set over any mode changes. See [/strict](#)

Mode will be set when you are opped. See [/strict](#)

Mode will be set when the channel is empty. See [/strict](#)

## Channel Popups

### Extras

Auto mode/topics

Set a topic to be

[enforced at all times...](#)

[set when you are opped...](#)

[set when you are alone...](#)

Topic will be set over any mode changes. See [/strict](#)

Topic will be set when you are opped. See [/strict](#)

Topic will be set when the channel is empty. See [/strict](#)

## Channel Popups

### Extras

Auto events

[#channel auto events](#)


[Global auto events](#)

These popups will modify auto events for this channel only.


These popups will modify auto events for all channels.

[Add event for](#)



[View events for](#) 

[Perform events now](#) 

[Delete events for](#) 

[Auto-clear events](#) 

[On join events](#) 

(see [/auto](#) for further details on auto events.)

## Channel Popups

### Extras

Auto events  
Add event for  
when anyone joins...  
when you join...  
when you are  
opped...

Adds an event performed when a user joins the channel.  
Adds an event performed when you join the channel.  
Adds an event performed when someone ops you.

## Channel Popups

### Extras

Auto events  
View events for  
when anyone joins...  
when you join...  
when you are  
opped...

View events performed when a user joins the channel.  
View events performed when you join the channel.  
View events performed when someone ops you.

All of the above...

View all of the above three event types.

## Channel Popups

### Extras

Auto events  
Perform events now  
as if someone just joined...  
  
as if you just joined  
as if you were just opped...

Performs events as if a user you specify has just joined.  
Performs events as if you had just joined.  
Performs events as if a specified user just opped you.

## Channel Popups

### Extras

Auto events  
Delete events for  
when anyone joins  
when you join  
when you are  
opped




Deletes all events performed when a user joins the channel.  
Deletes all events performed when you join the channel.  
Deletes all events performed when someone ops you.

All of the above

Deletes all of the above three event groups.

## Channel Popups

### Extras

Auto events  
Auto-clear events  
 when anyone joins  
 when you join  
 when you are opped

Specify when on-join events will automatically be deleted.

Specify when on-first events will automatically be deleted.

Specify when on-op events will automatically be deleted.



Specify when all event types will automatically be deleted.

All of the above

## Channel Popups

### Extras

Auto events

On join events

Activate for anyone

Activate for userlevel below  
50



Activate only if userlevel

On-join events will activate for any user joining.

On-join events only activate if user level is below  
50.

Set when on-join events activate according to level.

View current setting

View the setting for when on-join events activate.

## Channel Popups

### Extras

Botlist



Add bot for #channel

Add a bot to the botlist for this channel. See [/botlist](#)



\*!\*bot@\*.address.mask



Request ops when you join

Request ops from a bot when you join. See [/botlist](#)

View #channel botlist...

View all botlists...

View the botlist for this channel. See [/botlist](#)

View all channels' botlists. See [/botlist](#)

Clear #channel botlist

Clear all botlists

Clear the botlist for this channel. See [/botlist](#)

Clear all channels' botlists. See [/botlist](#)

## Channel Popups

### Extras

Botlist

\*!\*bot@\*.address.mask

Change password...

Change the password used to access this bot. See [/botlist](#)

Change/add command



Delete bot

Delete this bot from the botlist for this channel. See [/botlist](#)

## Channel Popups

### Extras

Botlist

\*!\*bot@\*.address.mask

Change/add command

Login...

Set a command performed automatically when you join the channel.

Opme...

Set command used when you use bot to op yourself.

Op...

Set command used when you use bot to op someone else.

Deop...

Set command used when you use bot to deop someone.

Kick...

Set command used when you use bot to kick someone.

Ban...

Set command used when you use bot to ban or kickban someone.

Unban...

Set command used when you use bot to unban someone.

Topic... Set command used when you use bot to change the topic.

## Channel Popups

### Logging

Logging on  
Logging off

Enable logging for this channel.  
Disable logging for this channel.

Save buffer and begin logging


Saves the current buffer and begins logging. See [/savelog](#)


View log  
Erase log

Opens this channel's log in your text editor. See [/viewlog](#)  
Deletes this channel's log. See [/dellog](#)

## Channel Popups


### Scans

 [Default scan](#)

 Users matching a mask  
Users you know  
Clone scan

Scan for user addresses matching a [mask](#). See [/clones](#)

Scan for users on notify/user/blacklist. See [/userscan](#)  
Scan for clones on this channel. See [/clones](#)

 [Simple scans](#)  
All of the above  
All, routed to separate window

List who's away, IRCops, and server usage. See [/scan](#)  
List the above, in a separate window. See [/scan](#)

Detailed server usage









List who is on what server. See [/scan](#)

## Channel Popups

### Scans

Default scan  
Perform scan

Performs scan according to below options. See [/scan](#)

 List percentage away  
 List who is away  
 List IRCops  
 List average server hops  
 List favorite server  
 List who is on fav. server  
 List who is on your server  
 Route to separate window

List percentage of users who are away and not away.  
List names of users who are away.  
List names and percentage of IRCops.  
List average number of server hops to users.  
List server with the most users and how many users.  
List the names of the users on the server with the most.  
List the names of any other users on your server.  
Display scan results in a separate window.

## Channel Popups

### Scans

Simple scans  
Who's away?  
IRCops  
Server usage

Percentage and names of users who are away.  
Percentage and names of users who are IRCops.  
Average hops, favorite server, and users on favorite server and your server.


## Channel Popups

## Notices

All @ops...	Send a notice to all opped users. See <a href="#">/o</a>
All @ops and +voices...	Send a notice to all opped users and all users with <a href="#">voice</a> . See <a href="#">/ov</a>
Entire channel...	Send a notice to the entire channel. See <a href="#">/n</a>
MemoServ...	Send a memo to all channel SOPs. (must be AOP or higher)
All selected nicks...	Send a notice to all nicks you've selected. See <a href="#">/massn</a>
All but selected nicks...	Send a notice to everyone <b>except</b> those selected. See <a href="#">/allbut</a>
All but one user...	Send a notice to everyone <b>except</b> one user. See <a href="#">/allbut</a>


## Channel Popups

### Favorites

Add #channel to favorites	Add this channel to your favorites. See <a href="#">/fav</a>
Remove #channel from favorites	Remove this channel from your favorites. See <a href="#">/fav</a>
View favorites	View your current favorites list. See <a href="#">/fav</a>
Clear favorites	Clear your favorites list. See <a href="#">/fav</a>
Join favorites now	Join all your favorite channels. See <a href="#">/autoj</a>
 Join favorites on signon	Whether to automatically join favorites on signon. See <a href="#">/fav</a>

## Menubar Popups

[Script](#) 

[Protection](#) 

[Whois Tome...](#) Open up the Whois Tome, where [/whois](#) replies are stored. See [/tome](#)

[Last whois](#) 

*(only appears if you have the Whois Tome disabled)*

[Sound](#) 

[CD Player](#) 

[Files](#) 

[Extras](#) 

[Channels](#) 


[Away](#) 

[E-Mail](#) 


*(only appears if you have the e-mail addon installed, see [/addons](#))*

## Menubar Popups

Script

Configure 

Install 

Help! 

Advertise Tell the current window that you are using P&P and where to get it. See [/p&p](#)

## Menubar Popups

Script

Configure

General configuration... Enter P&P [configuration](#). See [/config](#)

Colors...

Configure P&P [colors](#). See [/colors](#)

Color schemes...

Choose a P&P [color scheme](#). See [/schemes](#)

Fonts...

Configure P&P [fonts](#). See [/fonts](#)

Blacklist...

Edit your blacklist. See [/blackedit](#)

Userlist...

Edit your userlist. See [/useredit](#)

## Menubar Popups

Script

Install

Addons... Install P&P addons that were included or you downloaded. See [/addons](#)

Patches... Install P&P patches to fix bugs and add minor features. See [/patches](#)

## Menubar Popups

Script

Help!

It's too slow! 

Panic!

Attempts to fix any problems that may be occurring. See [/flush](#)

About P&P...

Perform a neat display giving some basic info about P&P. See [/about](#)

Visit homepage

Open up your browser (defined in mIRC options) to the P&P homepage.

E-Mail author...

Compose an outgoing e-mail to Karla, author of P&P.

View helpfile

Open up this help file. See [/pp](#)

## Menubar Popups

Script

Help!

It's too slow!

Disable "really slow" features

Disables [these features](#).




Disable "somewhat slow" features

Disables [these features](#).

Explain

Displays this help.

## Menubar Popups

Protection	
<a href="#">Channel</a>	
<a href="#">Personal</a>	
<a href="#">Nuke/ICMP</a>	

[Self ping](#)      Pings yourself, measuring [self-lag](#).    See [/sp](#)

## Menubar Popups

Protection		
Channel		
<a href="#">Global protection settings...</a>		Configure the default channel protection settings.
<a href="#">Settings for #channel...</a>		Configure protection settings specific to this channel.
<a href="#">General channel configuration...</a>		General P&P configuration, <a href="#">channel options</a> .


## Menubar Popups

Protection		
Personal		
<a href="#">Emergency ignore + hide</a>		Ignore all CTCPs, invites, notices, messages.    See <a href="#">/911</a>
<a href="#">Random nick</a>		Change to a random nick. See <a href="#">/rn</a>
<a href="#">Undo random nick</a>		Undo the change to a random nick.    See <a href="#">/urn</a>
<a href="#">Set CTCP flood protection...</a>		Set the level of your personal flood protection.
<a href="#">Clear flood counters</a>		Clear internal flood status.    See <a href="#">/defld</a>
<a href="#">Protection options...</a>		General P&P configuration, <a href="#">personal protection options</a> .
<a href="#">DCC options...</a>		General P&P configuration, <a href="#">DCC options</a> .

## Menubar Popups

Protection		
Nuke/ICMP		
<a href="#">Display attack stats...</a>		Show stats on nuke, ICMP, SSPing, and UDP.    See <a href="#">/netstat</a>
<a href="#">Display stats "real-time"...</a>		Update these stats every few seconds.    See <a href="#">/detect</a>
<a href="#">Detect connected IPs...</a>		Detect all addresses connected to your computer.    See <a href="#">/arp</a>
<a href="#">Scan server for ports...</a>		Display your server's ports.    See <a href="#">/ports</a>
<a href="#">Raise local port...</a>		Raise your local port to avoid nukes.    See <a href="#">/portup</a>

## Menubar Popups

Last whois	
<a href="#">Query</a>	Open a <a href="#">/query</a> window with the last user you <a href="#">/whoised</a> .
<a href="#">Chat</a>	Open a DCC <a href="#">/chat</a> with the last user you <a href="#">/whoised</a> .
	Join one or all channels that the last <a href="#">/whoised</a> user is on.
<a href="#">Join</a>	





[Ping](#)



[User info](#)



[User level](#)



[Notify](#)

[Whois Tome...](#) Open up the Whois Tome, where [/whois](#) replies are stored. See [/tome](#)

[Configure...](#) [Configure](#) the display of [/whois](#) replies.

## Menubar Popups

Last whois

[Ping](#)

[Standard](#) [/ping](#) the last user you [/whoised](#).

[Fake ping](#)

Fake ping the last user you [/whoised](#). See [/fping](#)

[Version ping](#)

Version ping the last user you [/whoised](#). See [/vping](#)

[Server ping](#)

Ping the server of the last user you [/whoised](#). See [/sping](#)

## Menubar Popups

Last whois

[User info](#)

[Extended](#)

[whois](#)

Get an [extended whois](#) for the last user you [/whoised](#).

[User central](#)

Opens up mIRC's User Central with info on the given user.

[Address book](#)

Opens up mIRC's Address Book to the user's entry. (if one exists)

[Get DNS](#)

Get the DNS of the last user you [/whoised](#). See [/dns](#)

[Get hostmask](#)

Get the hostmask of the last user you [/whoised](#). See [/host](#)

[Unix finger](#)

Finger the last user you [/whoised](#).

## Menubar Popups

Last whois

[User level](#)

[View](#)

[Authorize](#)

View the user level of the last user you [/whoised](#).

Authorize user to send you files/DCC chats for 5 minutes. See [/auth](#)

[Level 1](#)

Set the last user you [/whoised](#) to user level 1.

[Level 50](#)

Set the last user you [/whoised](#) to user level 50.

[Level 75](#)

Set the last user you [/whoised](#) to user level 75.



[Add sublevel](#)

Add a [sublevel](#) to the last user you [/whoised](#).




[Remove sublevel](#)


Remove a [sublevel](#) from the last user you [/whoised](#).

## Menubar Popups

Last whois

[Notify](#)

 [Add to notify](#) (any server)

 [Add to notify](#) (this server only)

[Remove from notify](#)

Removes the last user you [/whoised](#) from your notify list.

## Menubar Popups

Last whois

Notify

[Add to notify](#) (any server)

[No address check...](#)

[Identd check...](#)

[Identd + domain check...](#)

Add user to notify, any server, any address.

Add user to notify, any server, [identd](#) verified.

Add user to notify, any server, [identd](#) and domain verified.

## Menubar Popups

Last whois

Notify

[Add to notify](#) (this server only)

[No address check...](#)

[Identd check...](#)

[Identd + domain check...](#)

Add user to notify, this server, any address.

Add user to notify, this server, [identd](#) verified.

Add user to notify, this server, [identd](#) and domain verified.

## Menubar Popups

Sound



[Recent](#)

Select a recently played sound to play again.

[F-Key control](#)

Use the FKeys to control the sound system. See [F9](#)



[Random](#)

Play a random sound file of a type you select. See [/randmp](#)



[Select...](#)

Select a sound file to play, of a type you choose. See [/mp](#)



[Find...](#)

Finds a sound file to play, matching words or a mask you enter. See [/mp](#)



[List...](#)

Lists sound files of a type you choose, for selection. See [/mp](#)



[Playlist](#)



[Misc](#)

[Configure...](#)

Configure the [sound system](#), adding sound types and configuring directories.

## Menubar Popups

Sound

Playlist

[Playlist forty MP2/3s](#)

[Any number of MP2/3s...](#)

Playlist up to 40 random MP2/3 files. See [/playlist](#)

Specify a number of MP2/3 files to playlist. See [/playlist](#)

Find matching MP2/3s... Playlist files matching words or a mask. See [/playlist](#)

## Menubar Popups

### Sound

#### Misc

Repeat last sound

Repeats the last sound played. See [/rsound](#)

Delete last sound

Deletes the last sound played. See [/dsound](#)

Set description for last sound...

Set a description for the last sound played. See [/desc](#)

Clear description for last sound

Clear the desc. for the last sound played. See [/cdesc](#)



Reindex

Reindex sound files. See [/mpindex](#)

## Menubar Popups

### CD Player

Play CD

Play the CD starting at track 1. See [/cdplay](#)



CD info

Load CD

Tell P&P that a new CD has been inserted. See [/cdcheck](#)



Play track

Play the CD at a track you specify. See [/cdplay](#)



Play to window

Play the track and tell the current window. See [/cdplay](#)

View CD...

View the title, artist, and track names for the CD. See [/cdview](#)



Settings

## Menubar Popups

### CD Player

CD info

Title-

The title of the current CD.

Artist-

The artist of the current CD.

Tracks-

The number of tracks on the current CD.

Load CD

Tell P&P that a new CD has been inserted. See [/cdcheck](#)

View CD...

View the title, artist, and track names for the CD. See [/cdview](#)

## Menubar Popups

### CD Player

Settings

Drive

View and change the CD drive used. See [/cddrive](#)

Where to store CD info

View and change the file used to store track info. See [/cdini](#)

## Menubar Popups

### Files


[Log files](#)



[File](#)

[finder](#)



Explore 

Recent 

Notes Open NOTES.TXT in the mIRC directory. See /notes

## Menubar Popups

### Files

Log files



Open a recent log file. (from a recent channel, query, or chat)

Recent



Open Activity.log, DCC.log, Status.log, or Whois.log.

Standard

Other...

Pick a log file to open.

WinZip all logs

Run WinZip to archive all log files.

File Finder

Run File Finder in the log directory. See /ff

Explore

Open an explorer window in the log directory.

## Menubar Popups

### Files

File Finder

Find files...

Find files matching a mask or containing search words.

Directory...

Find files in a given directory.

Recent files

Find files recently accessed in mIRC.



Find recently sent or received files, or incomplete DCC gets.

DCCs

Logs

Find files in your logs directory.

mIRC dir

Find files in the mIRC directory.

Download dir

Find files in your default DCC get directory.







Sounds

Find sound files of a type you specify.

(note- more info on these popups can be found with the /ff command.)

## Menubar Popups

### Files

Explore	
Logs dir	Open up Windows Explorer to your log directory.
mIRC dir	Open up Windows Explorer to the mIRC directory.
Download dir	Open up Windows Explorer to your default DCC get directory.
 MP2/3s	Open up Windows Explorer to the MP2/3 directory you select.
 Midis	Open up Windows Explorer to the Midi directory you select.
 Waves	Open up Windows Explorer to the Wave directory you select.
 (etc.)	Open up Explorer to the directory you select for a custom sound file type.








## Menubar Popups

### Files

Recent	
Run last file received	Run the last file you received via DCC get. See <a href="#"><u>/rec</u></a>
Edit last file received	Edit the last file you received via DCC get. See <a href="#"><u>/rec</u></a>
Play last file received	Play (as a sound) the last file you received via DCC. See <a href="#"><u>/rec</u></a>
Recent files	Open up File Finder with files recently accessed in mIRC. See <a href="#"><u>/ff</u></a>
Recent sends	Open up File Finder with files recently sent via DCC. See <a href="#"><u>/ff</u></a>
Recent gets	Open up File Finder with files recently received via DCC. See <a href="#"><u>/ff</u></a>



## Menubar Popups

### Extras

 <a href="#"><u>Colors/etc</u></a>	
 <a href="#"><u>Last seen</u></a>	
<a href="#"><u>Find user...</u></a>	Find a user after they change nicknames. See <a href="#"><u>/finduser</u></a>
 <a href="#"><u>Repeated msg</u></a>	
 <a href="#"><u>Repeated join</u></a>	
 <a href="#"><u>Clock</u></a>	
 <a href="#"><u>Alarm</u></a>	Set an alarm to go off when you specify. See <a href="#"><u>/alarm</u></a>
 <a href="#"><u>Alarm with sound</u></a>	Set up an alarm with a sound file. See <a href="#"><u>/alarm</u></a>

## Menubar Popups

## Extras

Colors/etc	
Color window...	Open quick color selection window. See <a href="#">/colorwin</a>
Click 'N' Color...	Style text with a variety of colors and patterns. See <a href="#">/cnc</a>
Disable C'N'C	Disable any permanent style from Click 'N' Color. See <a href="#">/cncoff</a>
 Color bar	View or say a color bar for quick color reference. See <a href="#">/showcolor</a>
 Styled message	Apply various styles to a message. See <a href="#">/color</a>

## Menubar Popups

## Extras

Last seen	
Display in status...	Display when you last saw a nick or identd. See <a href="#">/seen</a>
Say to window...	Say when you last saw a nick or identd. See <a href="#">/seen</a>
Clear seen database...	Clear the last seen database entirely. See <a href="#">/clrseen</a>
Clear data older than...	Clean out outdated last seen entries. See <a href="#">/clrseen</a>

## Menubar Popups

## Extras

Repeated msg	
Repeat channel message...	Repeat a given message at a given interval.
Repeat channel action...	Repeat a given action (/me) at a given interval.
Repeat message with anti-repeat...	Repeat in a way to avoid automated repeat kicks.
Repeat action with anti-repeat...	Repeat in a way to avoid automated repeat kicks.

## Menubar Popups

## Extras

Repeated join	
Repeat a join attempt...	Attempt to join a channel until admitted. See <a href="#">/rejoin</a>
View current attempts	View channels being attempted. See <a href="#">/rejoin</a>
Disable all current join attempts	Cancel join attempts for all channels. See <a href="#">/rejoin</a>

## Menubar Popups

## Extras


Clock	
Display on quarter hour	P&P will remind you of the time every 15 minutes.
Display every half hour	P&P will remind you of the time every 30 minutes.
Display every hour	P&P will remind you of the time every 60 minutes.
Disabled	P&P will not remind you of the time.
Beep on	P&P will beep when reminding you of the time.
Beep off	P&P will not beep for this feature.
Show in active	P&P will display time reminders in the current window.
Show in status	P&P will display time reminders in the status window.

Retain setting on exit  
Disable on exit

These clock settings will remain when you restart mIRC.  
When you exit mIRC this "clock" will be turned off.









## Menubar Popups

### Channels

- [#channel](#) Join the channel. See [/join](#)
- [Lock channel list](#) Lock the above list so it does not change when you join new channels.
- [Join all](#) Join all the listed channels.
- [Clear this list](#) Clear the list of channels.
- [Join other...](#) Enter a channel to join. See [/join](#)
-  [List channels](#) List channels on the IRC server with a given minimum number of users.

## Menubar Popups

### Away



-  [Away...](#) Set yourself away. See [/away](#)
-  [Back](#) Set yourself back from being away. See [/back](#)
-  [Quiet away...](#) Set yourself away without saying anything. See [/qa](#)
-  [Quiet back](#) Set yourself back from being away, without saying anything. See [/qb](#)
-  [Pager](#) 
-  [Logging](#) 

[Configure...](#) Configure how the [away system](#), pager, and logging works. See [/config](#)

## Menubar Popups

### Away



#### Pager

-  [On](#) Turns your pager on until you change your away status. See [/pager](#)
-  [Off](#) Turns your pager off until you change your away status. See [/pager](#)

## Menubar Popups

### Away

#### Logging

-  [On](#) Turns away logging on until you set away again. See [/awaylog](#)
-  [Off](#) Turns away logging off until you set away again. See [/awaylog](#)

- [View...](#) View your most recent (or current) away log. See [/awaylog](#)
- [Flush](#) Clear your away log while remaining away. See [/awaylog](#)

## Menubar Popups

### E-Mail

- [Check...](#) Checks for new e-mail for the current account. See [/echeck](#)
- [Compose](#) Compose an outgoing e-mail. See [/esend](#)
- [new...](#)
- [Address book...](#) Open your e-mail address book. See [/ebook](#)

[Account](#)



[Configure...](#)  
[Auto check](#)

Configure e-mail settings. See [/ecfg](#)



[Get mail](#)



## Menubar Popups

E-Mail

Account

[Current- 1. Earthlink](#)

The currently selected account.

[1. Earthlink](#)

Load that account. See [/eacc](#)

[New account...](#)

Create a new account. See [/eacc](#)



[Delete current](#)

Delete the current account. See [/eacc](#)

[Rename current...](#)

Renames the current account. See [/ecfg](#)

## Menubar Popups

E-Mail

Auto check

[When](#)



[Frequency](#)



[Only if idle](#)



[Account](#)



[If found](#)



## Menubar Popups

E-Mail

Auto check

When

[Disable](#)

Never automatically check for e-mail.

[Only when away](#)

Perform automatic e-mail checks if away.

[Only when here](#)

Perform automatic e-mail checks if not away.

[Anytime](#)

Perform automatic e-mail checks if signed on to IRC.

## Menubar Popups

E-Mail

Auto check

Frequency

[Currently every #  
minutes](#)

The current frequency setting.

[Every 5 minutes](#)

Perform automatic e-mail check every 5 minutes.

[Every 10 minutes](#)

Perform automatic e-mail check every 10 minutes.

[Every 15 minutes](#)

Perform automatic e-mail check every 15 minutes.



Every 20 minutes  
Every X minutes...

Perform automatic e-mail check every 20 minutes.  
Enter delay between automatic e-mail checks.

## Menubar Popups

E-Mail

Auto check  
Only if idle  
Currently must idle #  
minutes

The current idle setting.

Idle 0 seconds  
Idle 15 seconds  
Idle 30 seconds  
Idle 60 seconds  
Idle 5 minutes  
Idle 10 minutes  
Idle X minutes...

No idling needed before an automatic e-mail check.  
Automatic check will only occur if idle 15 seconds.  
Automatic check will only occur if idle 30 seconds.  
Automatic check will only occur if idle 60 seconds.  
Automatic check will only occur if idle 5 minutes.  
Automatic check will only occur if idle 10 minutes.  
Enter idle required before an automatic check.

## Menubar Popups

E-Mail

Auto check  
Account  
Current only  
All accounts  
Current, then load next

Check only the currently loaded e-mail account.  
Check all e-mail accounts configured to be auto checked.  
Check the current, then load the next e-mail account.

## Menubar Popups

E-Mail

Auto check  
If found  
Display note  
Popup window  
Get headers

If new e-mail is detected, display a note in current window.  
If new e-mail is detected, open a separate window to tell you.  
If new e-mail is detected, automatically get e-mail headers.

## Menubar Popups

E-Mail

Get mail  
In reverse  
order  
In normal  
order

Get e-mails in reverse order so oldest e-mail is top of the window  
stack.  
Get e-mails in "normal" order so newest e-mail is top of the stack.

## Nicklist Popups

[Kicks](#)



[@Op etc.](#)



[X or W](#)



[ChanServ](#)



[Notices](#)



[Ping](#) 

[CTCP](#) 

[Private](#) 

[User info](#) 

[User level](#) 

[Extras](#) 

Quick kick Kick the selected user(s). See [/kick](#)

Quick ban Ban and kick the selected user(s). See [/cb](#)


## Nicklist Popups


### Kicks

[Kick...](#) Kick the selected user(s) with a reason you specify. See [/kick](#)


[Kickban...](#) Ban and kick the selected user(s) with a reason you specify. See [/kb](#)


[Cloneban...](#) Ban and kick the selected user(s) and any [clones](#). See [/cb](#)


 [Tempban](#) Kick the user(s) with a ban automatically unset after a time. See [/tempban](#)

 [Blacklist](#) Ban and kick the user(s) anytime you see them. See [/black](#)

 [Filterkick](#) Kick all users matching the stated [mask](#). See [/fk](#)

 [Ban](#) Ban the stated [mask](#), no kicking performed. See [/ban](#)

 [Kickban](#) Kick the user and ban the stated [mask](#). See [/kb](#)

 [Cloneban](#) Kick the user and any [clones](#), banning the stated [mask](#). See [/cb](#)

## Nicklist Popups

### @Op etc.

[@Op](#) Give ops to the selected user(s). See [/op](#)  
Takes ops from the selected user(s). See [/dop](#)

[Deop](#)

[+Voice](#) Gives [voice](#) status to the selected user(s). See [/voc](#)


[Devoice](#) Takes [voice](#) status from the selected user(s). See [/dvoc](#)

## Nicklist Popups

### X or W

[Kick...](#) Kick user through X or W.

 [Bans](#)


 [Filterkick](#) Filterkick all matching users through X or W.

@Op            Op selected user(s) through X or W.  
Deop           Deop selected user(s) through X or W.

  
Suspend

Add user...    Add user to X or W with level you specify.  
Remove user    Remove user from X or W.

  
Modify user

  
Set auto-op    Enable or disable auto-op through X or W for user.

  
Access

*(numbers next to popups indicate X/W access level required to perform that command)*

## Nicklist Popups

X or W

Bans	
Cannot be op...	X or W will not allow user to be opped.
Ban from joining...	X or W will not allow user to join the channel.
Custom level...	Enter a level to ban user at, in X or W.
Ban by domain...	Ban user's entire domain from joining, in X or W.
Domain custom...	Enter a level to ban user's domain at, in X or W.


## Nicklist Popups

X or W

Suspend	
Suspend in seconds...	Suspend user from using X or W for a given number of seconds.
Suspend in minutes...	Suspend user from using X or W for a given number of minutes.
Suspend in hours...	Suspend user from using X or W for a given number of hours.
Suspend in days...	Suspend user from using X or W for a given number of days.
Unsuspend	Unsuspend user so they may use X or W again.

## Nicklist Popups

X or W

Modify user	
Change access...	Change user's X or W access level.
Modify mask...	Modify mask X or W uses to recognize user.
 Set auto-op	Enable or disable auto-op through X or W for user.
Modify password	Change a user's X or W password.



## Nicklist Popups

X or W

Access	
Check access	Ask X or W for a user's access level on this channel.
Verify CService rep	Find out whether a user is an official CService representative.

## Nicklist Popups

Chanserv

Akick	Add user to ChanServ's AutoKick list.
Op	Op selected user(s) through ChanServ.
Deop	Deop selected user(s) through ChanServ
 AutoOps	Add or delete user from ChanServ's AutoOp list.
 SuperOps	Add or delete user from ChanServ's SuperOp list.
Access check	Ask ChanServ for a user's access level on this channel.

*(letters next to popups indicate access level required to perform that command-*  
*F = Founder*  
*S = SuperOp*  
*A = AutoOp*  
*-- = None required)*

## Nicklist Popups

### Notices

All selected nicks...	Send a notice to all nicks you've selected. See <a href="#">/massn</a>
All but selected nicks...	Send a notice to everyone <b>except</b> those selected. See <a href="#">/allbut</a>
All but one user...	Send a notice to everyone <b>except</b> one user. See <a href="#">/allbut</a>
All @ops...	Send a notice to all oped users. See <a href="#">/o</a>
All @ops and +voices...	Send a notice to all oped users and all users with <a href="#">voice</a> . See <a href="#">/ov</a>
Entire channel...	Send a notice to the entire channel. See <a href="#">/n</a>

## Nicklist Popups

### Ping

Standard	<a href="#">Ping</a> the selected user(s). See <a href="#">/ping</a>
Fake ping	Fake <a href="#">ping</a> the selected user(s). See <a href="#">/fping</a>
Version ping	Version <a href="#">ping</a> the selected user(s). See <a href="#">/vping</a>
Server ping	<a href="#">Ping</a> the selected user's server. See <a href="#">/sping</a>

## Nicklist Popups

### CTCP

Clientinfo	Sends a CLIENTINFO <a href="#">CTCP</a> to the selected user(s). See <a href="#">/cinfo</a>
Finger	Sends a FINGER <a href="#">CTCP</a> to the selected user(s). See <a href="#">/fing</a>
Page...	Pages the user via a PAGE <a href="#">CTCP</a> . See <a href="#">/page</a>
Script	Sends a SCRIPT <a href="#">CTCP</a> to the selected user(s). See <a href="#">/script</a>
Seen...	Sends a <a href="#">CTCP</a> SEEN request you specify to the selected user(s).
Time	Sends a TIME <a href="#">CTCP</a> to the selected user(s). See <a href="#">/time</a>
Userinfo	Sends a USERINFO <a href="#">CTCP</a> to the selected user(s). See <a href="#">/uinfo</a>
Version	Sends a VERSION <a href="#">CTCP</a> to the selected user(s). See <a href="#">/ver</a>
Other...	Sends a <a href="#">CTCP</a> you enter to the selected user(s). See <a href="#">/ctcp</a>
CTCP reply...	Sends a <a href="#">CTCP</a> reply you enter to the selected user(s). See <a href="#">/ctcreply</a>

## Nicklist Popups

### Private

Query	Open a query window with the selected user(s). See <a href="#">/q</a>
Chat	Open a DCC chat with the selected user(s). See <a href="#">/c</a>
Chat to IP	Send DCC chat to user's IP address. (See <a href="#">DCC server</a> )
Send...	Send a file to the selected user. See <a href="#">/s</a>
Send to IP...	Send the file to the user's IP address. (See <a href="#">DCC server</a> )

## Nicklist Popups

### User info

Whois	Look up user(s) info using a <a href="#">/whois</a> .
Extended whois	Perform an <a href="#">extended whois</a> on a user. See <a href="#">/whois</a>
User central	Opens up mIRC's User Central with info on the given user.
Address book	Opens up mIRC's Address Book to the user's entry. (if one exists)



Nickserv

Get info on a user from NickServ.

Get DNS

Get a user's DNS. See /dns

Get hostmask

Get a user's hostmask. See /host

Unix finger

Finger a user's address.

## Nicklist Popups

User level

View

View selected user(s) user level.

Authorize

Authorize user to send you files/DCC chats for 5 minutes. See /auth

Level 1

Set selected user(s) to user level 1, no special access.

Level 50

Set selected user(s) to user level 50, exempt from protections.

Level 75

Set user(s) to user level 75, protected from other users.



Add ops

Add a sublevel to selected user(s).



Add sublevel



Remove sublevel

Remove a sublevel from selected user(s).

(see /user command for additional info on these popups.)

## Nicklist Popups

### User level

Add ops



Silently



Tell them + send help

Add op access to a user, without sending them any notice.

Add op access to a user, sending them info on how to use it.

## Nicklist Popups

### Extras

[Notify](#)



[Ignore](#)



[MemoServ...](#) Send a memo to the selected user using [MemoServ](#).

[Kickstats](#)



[AutoGet](#)



## Nicklist Popups

### Extras

Notify

[Add to notify \(any server\)](#)



[Add to notify \(this server only\)](#)



[Remove from notify](#)

Remove user from your notify list.

## Nicklist Popups

### Extras

Notify

Add to notify (any server)

[No address check...](#)

[Identd check...](#)

[Identd + domain check...](#)

Add user to notify, any server, any address.

Add user to notify, any server, identd verified.

Add user to notify, any server, identd and domain verified.

## Nicklist Popups

### Extras

Notify

Add to notify (this server only)

[No address check...](#)

[Identd check...](#)

[Identd + domain check...](#)

Add user to notify, this server, any address.

Add user to notify, this server, identd verified.

Add user to notify, this server, identd and domain verified.

## Nicklist Popups

### Extras



Ignore



Tell user they are ignored

Ignore user and tell them so and why. See [/ign](#)



All but channel text

Ignore user silently. See [/ign](#)



All including channel text

Ignore user, including stuff they say in channels.

Unignore

Unignore user. See [/unign](#)

## Nicklist Popups

Extras

Kickstats

[View kickstats](#)

View kickstats for a user. See [/kstat](#)

[Clear kickstats](#)

Clear kickstats for a user. See [/clrstat](#)

[Copy stats to clipboard](#)

Copy brief kickstats to the clipboard. See [/kstat](#)

## Nicklist Popups

Extras

AutoGet

[View stored autoget command](#)

View autoget command for a user. See [/autoget](#)

[Set autoget command](#)

Change a user's autoget command. See [/autoget](#)

[Clear stored autoget command](#)

Clear a user's autoget command. See [/autoget](#)

[Disable autoget for this user](#)

Disable autoget for a user. See [/autoget](#)

## Query/Chat Popups

[User info](#)



[User level](#)



[Notify](#)



[Ignore](#)



[Logging](#)



[Extras](#)



[Ping](#)



[CTCP](#)



[DCC](#)



Close

Closes the window.

## Query/Chat Popups

## User info

[Whois](#)

Look up user's info using a [/whois](#).

[Extended whois](#)

Perform an [extended whois](#) on user. See [/whois](#)

[User central](#)

Opens up mIRC's User Central with info on the given user.

[Address book](#)

Opens up mIRC's Address Book to the user's entry. (if one exists)



[NickServ](#)

Get info on user from [NickServ](#).

[Get DNS](#)

Get user's DNS. See [/dns](#)

[Get hostmask](#)

Get user's hostmask. See [/host](#)

[Unix finger](#)

Finger user's address.

## Query/Chat Popups

### User level

[View](#)

View user's [user level](#).

[Authorize](#)

Authorize user to send you files/DCC chats for 5 minutes. See [/auth](#)

[Level 1](#)

Set user to [user level](#) 1, no special access.

[Level 50](#)

Set user to [user level](#) 50, exempt from protections.

[Level 75](#)

Set user to [user level](#) 75, protected from other users.



[Add sublevel](#)

Add a [sublevel](#) to user.



[Remove sublevel](#)

Remove a [sublevel](#) from user.

(see [/user](#) command for additional info on these popups.)

## Query/Chat Popups

### Notify

[Add to notify \(any server\)](#)



[Add to notify \(this server only\)](#)



[Remove from notify](#)

Remove user from your notify list.

## Query/Chat Popups

### Notify

[Add to notify \(any server\)](#)

[No address check...](#)

[Identd check...](#)

[Identd + domain check...](#)

Add user to notify, any server, any address.

Add user to notify, any server, identd verified.

Add user to notify, any server, identd and domain verified.

## Query/Chat Popups

### Notify

[Add to notify \(this server only\)](#)

[No address check...](#)

[Identd check...](#)

[Identd + domain check...](#)

Add user to notify, this server, any address.

Add user to notify, this server, identd verified.

Add user to notify, this server, identd and domain verified.

## Query/Chat Popups

### Ignore



[Tell user they are ignored](#)

Ignore user and tell them so and why. See [/ign](#)



[All but channel text](#)

Ignore user silently. See [/ign](#)



[All including channel text](#)

Ignore user, including stuff they say in channels.

[Unignore](#)

Unignore user. See [/unign](#)

## Query/Chat Popups

### Logging

[Logging on](#)

[Logging off](#)

Enable logging for this window.

Disable logging for this window.

[Save buffer and begin logging](#)

Saves the current buffer and begins logging. See [/savelog](#)

[View log](#)  
[Erase log](#)

Opens this window's log in your text editor. See [/viewlog](#)

Deletes this window's log. See [/dellog](#)

## Query/Chat Popups

### Extras

[Font](#)



[Rerouting](#)



[MemoServ...](#) Send a memo to user using [MemoServ](#).

[Find user](#) Find a user after they change nicknames. See [/finduser](#)

## Query/Chat Popups

### Extras

#### Font

[Basic font](#)

Set the font to P&P's basic font. See [/fonts](#)

[Popup font](#)

Set the font to P&P's popup font. See [/fonts](#)

[Fixedsys](#)

Set the font to Fixedsys. Good for viewing ASCII art.

[Arial](#)

Set the font to Arial. (a good proportional sans serif font)

[Times New](#)

Set the font to Times New Roman. (a good proportional serif font)

[Roman](#)

[Select...](#)

Select a font to use for this window or all query/chat windows.

## Query/Chat Popups

### Extras

#### Rerouting

[Reroute User...](#)

Reroute everything in window to another window. See [/rr](#)

[Link User...](#)

Reroute to another window and back. See [/rr](#)

[Disable reroute](#)

Cancel any rerouting for this window. See [/rr](#)

[Reroute ALL queries...](#)

Reroute all query windows to another window. See [/rr](#)

[Reroute ALL DCC chats...](#)

Reroute all DCC chat windows to another window. See [/rr](#)

[Disable ALL rerouting...](#)

Cancel all rerouting. See [/clearrr](#)

[How to reroute](#)



[View rerouting settings...](#)

View current reroutes and rerouting settings. See [/rr](#)

## Query/Chat Popups

### Extras

#### Rerouting

[How to reroute](#)



[Prefix with \(msg\) or \(dcc\)](#)

The window type will prefix all rerouting. See [/rr](#)



[Show what you type](#)

Text you type in the window will be rerouted. See [/rr](#)

## Query/Chat Popups

### Ping

[Standard](#)

[Ping user](#). See [/ping](#)

[Fake ping](#)

Fake [ping](#) user. See [/fping](#)

[Version ping](#)

Version [ping](#) user. See [/vping](#)

[Server ping](#)

[Ping](#) user's server. See [/sping](#)

[DCC ping](#)

[Ping](#) a DCC chat connection. See [/dcp](#)

## Query/Chat Popups

## CTCP

<a href="#">Clientinfo</a>	Sends a CLIENTINFO CTCP to the user. See <a href="#">/cinfo</a>
<a href="#">Finger</a>	Sends a FINGER CTCP to the user. See <a href="#">/fing</a>
<a href="#">Page...</a>	Pages user via a PAGE CTCP. See <a href="#">/page</a>
<a href="#">Script</a>	Sends a SCRIPT CTCP to the user. See <a href="#">/script</a>
<a href="#">Seen...</a>	Sends a CTCP SEEN request you specify to the user.
<a href="#">Time</a>	Sends a TIME CTCP to the user. See <a href="#">/time</a>
<a href="#">Userinfo</a>	Sends a USERINFO CTCP to the user. See <a href="#">/uinfo</a>
<a href="#">Version</a>	Sends a VERSION CTCP to the user. See <a href="#">/ver</a>
<a href="#">Other...</a>	Sends a CTCP you enter to the user. See <a href="#">/ctcp</a>
<a href="#">CTCP reply...</a>	Sends a CTCP reply you enter to the user. See <a href="#">/ctcpreply</a>

## Query/Chat Popups

### DCC

<a href="#">Chat</a>	Initiate a DCC Chat with user. See <a href="#">/c</a>
<a href="#">Chat to IP</a>	Initiate a DCC Chat directly to user's IP address. (See <a href="#">DCC Server</a> )
<a href="#">Send...</a>	Send a file to user's nickname. See <a href="#">/s</a>
<a href="#">Send to IP...</a>	Send a file to user's IP address, useful if they are not on IRC. (See <a href="#">DCC Server</a> )
<a href="#">Authorize</a>	Authorizes a user to send DCC chat/sends for 5, 10, or 15 minutes. See <a href="#">/auth</a>

## Status Popups



[Channels](#)



[Favorites](#)



[Nickname](#)



[User mode](#)



[Use X](#)



[Use W](#)



[ChanServ](#)



[NickServ](#)



[MemoServ](#)

[Quit...](#)



[Server](#)



[Recent](#)




[Undernet](#)

Select from a list of previous nicknames, or enter another nickname. See [/nick](#)


Quit IRC with a message you specify. See [/quit](#)

Select from recently user servers to connect to. See [/server](#)

Select an Undernet server to connect to. See [/server](#)

 Select a DALnet server to connect to. See [/server](#)

DALnet

 Select an EFnet server to connect to. See [/server](#)

EFnet

## Status Popups

### Channels


[#channel](#) Join the channel. See [/join](#)

[Lock channel list](#) Lock the above list so it does not change when you join new channels.

[Join all](#) Join all the listed channels.

[Clear this list](#) Clear the list of channels.

[Join other...](#) Enter a channel to join. See [/join](#)


 [List channels](#) List channels on the IRC server with a given minimum number of users.

## Status Popups

### Favorites

[Join favorites now](#) Join all your favorite channels. See [/autoj](#)

 [Join favorites on signon](#) Whether to auto join favorites on signon. See [/fav](#)

 [Different favorites for each 'net](#) Have different favorite lists for DALnet, Undernet, etc.

[View favorites](#) View your current favorites list. See [/fav](#)

[Clear favorites](#) Clear your favorites list. See [/fav](#)

[Add a channel to favorites...](#) Add a channel to your favorites. See [/fav](#)

[Remove a channel from favorites...](#) Remove a channel from your favorites. See [/fav](#)

## Status Popups

### User mode

[Current](#) 


[Default](#) 


[Configure...](#) Configure servernotice and wallop filtering settings. See [/config](#)

## Status Popups

### User mode

[Current](#)

 [Server notices](#) Enable or disable viewing of server notices this session. See [/umode](#)

 [See wallops](#) Enable or disable viewing of IRCop wallops this session. See [/umode](#)

 [Invisible](#) Enable or disable invisible mode. See [/umode](#)

[Other...](#) Enable or disable other user modes you enter. See [/umode](#)

# Status Popups

## User mode

Default



[Server notices](#)



[See wallops](#)



[Invisible](#)

Enable/disable viewing of server notices by default when you signon.

Enable/disable viewing of IRCop wallops by default when you signon.

Enable or disable invisible mode by default when you signon.

[Other...](#)

Enable or disable other user modes you enter, by default.

# Status Popups

Use X (or W)

[Access](#)



[Getting in](#)



[Commands](#)



[Chan info](#)



[X \(or W\) info](#)



*(numbers next to popups indicate X/W access level required to perform that command)*

## Status Popups

Use X (or W)

Access

Perform login...

Login to X/W for a channel.

Change

password...

Change your password for X/W.

Deauthenticate...

Deauthenticate with X/W.

## Status Popups

Use X (or W)

Getting in

Unban self...

Ask X/W to unban you from a channel.

Invite self...

Ask X/W to invite you to a channel.

Clear mode...

Ask X/W to clear the mode for a channel.

## Status Popups

Use X (or W)

Commands

Topic...

Change the topic on a channel, using X/W.

Kick...

Kick a user from a channel using X/W.

Ban...

Ban a user or mask from a channel using X/W.

Unban...

Unban a user or mask from a channel using X/W.

Op...

Op a user in a channel using X/W.

Deop...

Deop a user in a channel using X/W.

Filterkick...

Filterkick all users matching a mask, using X/W.

## Status Popups

Use X (or W)

Chan info

Search...

Search the X and W channel databases.

Chaninfo..

Get info on a channel that has X/W in it.

Status...

Get a count of ops, channel settings, and channel idle time.

## Status Popups

Use X (or W)

X (or W) info

Verify CService

Check if a user is a CService representative.

rep...

Ignore list

Check who X/W is ignoring.

MOTD

View X/W's Message Of The Day.

## Status Popups

ChanServ

[Getting in](#)





[Mass](#) 

[Chan info](#) 

*(letters next to popups indicate access level required to perform that command-*

*F = Founder*

*S = SuperOp*

*A = AutoOp*

*-- = None required)*

## Status Popups

### ChanServ

- Getting in  
[Invite self...](#) Ask ChanServ to invite you to a channel.
- [Unban self...](#) Ask ChanServ to unban you from a channel.  
[Clear banlist...](#) Ask ChanServ to clear all bans from a channel.
- [Founder login...](#) Login to ChanServ as founder.

## Status Popups

### ChanServ

- Mass  
[Deop...](#) Ask ChanServ to perform a mass deop on a channel.  
[Kick...](#) Ask ChanServ to kickban everyone from a channel, clearing it out.

## Status Popups

### ChanServ

- Chan info  
[Search...](#) Search ChanServ's database of channels.
- [Chaninfo...](#) Get info on a ChanServ channel.  
[Count of ops...](#) Get a count of ops on a channel.

## Status Popups

### NickServ

[Automatic login](#) 

[Perform login...](#) Login to NickServ with current nickname.  
[Change password...](#) Change your NickServ password for current nickname.

[Recovery](#) 

[Registration](#) 

[Config](#) 

[Access list](#) 

[User info](#) 

## Status Popups

### NickServ

- Automatic login  
[Enable for Nickname...](#) Login to NickServ on signon or when needed.  
[Disable for Nickname](#) Disable automatic login to NickServ.

[View all NickServ auto logins...](#)  
[Clear all NickServ auto logins](#)

[View current automatic logins to NickServ.](#)  
[Disable all automatic logins to NickServ.](#)

## Status Popups

### NickServ

Recovery

[Kill \(recover\) a nick...](#)  
[Release a recovered nick...](#)

Kill a user using your registered nickname.  
Release NickServ from holding a nickname hostage.

[Kill a ghosted nick...](#)

Kill your ghost using your registered nickname.

## Status Popups

### NickServ

Registration

[Register Nickname...](#)  
[Drop \(unregister\) Nickname](#)

Register your current nickname with NickServ.  
Tell NickServ to drop your nickname from it's database.

## Status Popups

### NickServ

Config



[URL](#)



[Nick kill enforce](#)



[Don't accept memos](#)



[Can't be added to AOP/SOP lists](#)

Set or clear the URL for your nick in NickServ.

NickServ will kill any user using your nickname.

Users can't send you memos using [MemoServ](#).

Users can't add you to [ChanServ](#) AOP/SOP lists.

## Status Popups

### NickServ

Access list

[View for Nickname](#)  
[View for other nick...](#)

View the [masks](#) that can use this nickname without a password.  
View the access list for another nickname.

[Add entry...](#)

Add a [masks](#) to your access list.

[Delete entry...](#)

Remove a [masks](#) from your access list.

## Status Popups

### NickServ

User info

[Get info on user...](#)

Look up a user in NickServ's database.

[Get "access" of user...](#)


Get a user's access to NickServ.

[Search...](#)

Search NickServ's database.

## Status Popups

### MemoServ

[List your memos](#)      List any memos waiting for you.  
 Select a memo to read.

[Read memo](#)

 [Delete memo](#)

 [Send](#)

 [Forwarding](#)

## Status Popups

### MemoServ

[Delete memo](#)

[All](#)      Delete all MemoServ memos.

<#>      Delete the selected MemoServ memo.

[More...](#)      Delete a MemoServ memo you enter the number of.

[Undelete...](#)      Undelete a selected MemoServ memo.

[Purge...](#)      Purge all deleted MemoServ memos.

## Status Popups

### MemoServ

[Send](#)

[Memo to user...](#)      Send a memo to a user.

[Memo to channel...](#)      Send a memo to all channel SOps. (must be at least AutoOp.)

## Status Popups

### MemoServ

[Forwarding](#)

[Enable...](#)      Have MemoServ forward all memos you receive to another nickname.

[Disable](#)      Disable forwarding.

[View setting](#)      View your current memo forwarding setting.


## Status Popups

### Server

[Port scan...](#)      Display your server's ports.    See [/ports](#)

[Server links...](#)      Display all connected servers on the current 'net.

[Map of servers](#)      Display map of connected servers in a simple textual format.

 [List servers](#)      List servers within a certain distance from your current.    See [/nearserv](#)

[List IRCops](#)      List IRCops on the current 'net.

[User counts](#)      List user counts for the current 'net and server.

 [Stats](#)

[MOTD](#)      View your server's Message Of The Day.

[Time](#)      View the local time for your server.

# Status Popups

## Server

Stats	
Global bans	List user <u>masks</u> banned from the current 'net'. (G-Lines)
Local bans	List user <u>masks</u> banned from your server. (K-Lines)
Commands	List commands supported by your server. (M-Lines)
Operators allowed	List user <u>masks</u> that are allowed as IRCops. (O-Lines)
Ports	List ports the server supports connections on. (P-Lines)

# @Whois Tome Popups

Query	Open a <u>/query</u> window with the last user you <u>/whoised</u> .
Chat	Open a DCC <u>/chat</u> with the last user you <u>/whoised</u> .
Chat to IP	DCC <u>/chat</u> the IP of the last user you <u>/whoised</u> (see <u>DCC server</u> )



## Join

Join one or more of the channels that the last user you /whoised is on.



## Ping



## User info



## User level



## Notify



## Window

Configure. Configure the display of /whois replies.

..

Copy	Copy the last <u>/whois</u> to the clipboard in a compact format.
Close	Closes the @Whois Tome.

# @Whois Tome Popups

## Ping

Standard	<u>/ping</u> the last user you <u>/whoised</u> .
Fake ping	Fake ping the last user you <u>/whoised</u> . See <u>/fping</u>
Version ping	Version ping the last user you <u>/whoised</u> . See <u>/vping</u>
Server ping	Ping the server of the last user you <u>/whoised</u> . See <u>/sping</u>

# @Whois Tome Popups

## User info

Extended whois	Get an <u>extended whois</u> for the last user you <u>/whoised</u> .
User central	Opens up mIRC's User Central with info on the given user.
Address book	Opens up mIRC's Address Book to the user's entry. (if one exists)
Get DNS	Get the DNS of the last user you <u>/whoised</u> . See <u>/dns</u>
Get hostmask	Get the hostmask of the last user you <u>/whoised</u> . See <u>/host</u>

Unix finger

Finger the last user you /whoised.

## @Whois Tome Popups

User level

View

View the user level of the last user you /whoised.

Authorize

Authorize user to send you files/DCC chats for 5 minutes. See /auth

Level 1

Set the last user you /whoised to user level 1.

Level 50

Set the last user you /whoised to user level 50.

Level 75

Set the last user you /whoised to user level 75.



Add sublevel

Add a sublevel to the last user you /whoised.



Remove sublevel

Remove a sublevel from the last user you /whoised.

## @Whois Tome Popups

Notify

Add to notify (any server)



Add to notify (this server only)



Remove from notify

Removes the last user you /whoised from your notify list.

## @Whois Tome Popups

Notify

Add to notify (any server)

No address check...

Add user to notify, any server, any address.

Identd check...

Add user to notify, any server, identd verified.

Identd + domain check...

Add user to notify, any server, identd and domain verified.

## @Whois Tome Popups

Notify

Add to notify (this server only)

No address check...

Add user to notify, this server, any address.

Identd check...

Add user to notify, this server, identd verified.

Identd + domain check...

Add user to notify, this server, identd and domain verified.

## @Whois Tome Popups

Window

Clear

Clears the contents of the @Whois Tome window.

Record position

Records the current window position, to be used when the window opens.

Restore position

Restores the window position to the last recorded position.

Default position

Returns the window to the "default" position; Clears any recorded position.

## @Ping Basket Popups

Reping



Average lag Displays the average lag from the last bulk [ping](#). See [/avglag](#)

Query Chat Open query window with the users in the selected lines. See [/g](#)  
Open DCC chat with the users in the selected lines. See [/c](#)

Copy Copy the selected line to the clipboard.  
Delete Delete the selected lines from the window.  
Select all Select all the lines, to work with them as a group.

[Window](#) 

Configure... [Configure](#) how ping replies are displayed.

Close Close the @Ping Basket.

## @Ping Basket Popups

Reping  
Standard Repings the selected users, with a normal [ping](#). See [/ping](#)


Fake ping Repings the selected users, with a fake [ping](#). See [/ping](#)  
Version ping Repings the selected users, with a version [ping](#). See [/ping](#)  
Server ping Pings the server of the selected user. See [/sping](#)


## @Ping Basket Popups

Window  
Record position Records the current window position, to be used when the window opens.  
Restore position Restores the window position to the last recorded position.  
Default position Returns the window to the "default" position; Clears any recorded position.

## @Blacklist Editor Popups

Remove entry Remove the selected entry(s) from your blacklist.

Change reason... Change the reason for the selected entry(s) being blacklisted.  
 Change mask Change the [mask](#) matched for the selected blacklist entry(s).

 Change blacklist entry(s) to a single channel or all channels.  
Change channel Add a channel to channels the blacklist entry(s) activate in.  
Add a channel...

Clear blacklist Delete all blacklist entries.  
Select all entries Select all blacklist entries, for working with the entire blacklist at once.  
Close Close the blacklist editor.

## @Userlist Editor Popups

Remove entry Delete the selected userlist entry(s).  
Add new user... Add a user to your userlist.

Display help...

Display a quick userlevel reference window.



Change basic level



Add sub-level



Remove sub-level



Op access



Nicklist color



Change masks



Change nickname

Change the mask matched for the selected userlist entry(s).

Change the nicknames associated with each entry for **reference only**.



Bulk selection

Allows you to select all entries matching a pattern, nickname, level, etc.

Close

Close the userlist editor.

## @Userlist Editor Popups

Change basic level

1	No special access.
50	User will not set off automatic kicks and bans in your script.
75	You will deop or kick anyone who deops, kicks, or bans this user.
175	User can control your computer with <u>DO CTCPs</u> (use carefully!)

Custom... Enter a custom numeric level to use.

## @Userlist Editor Popups

Add sub-level

<u>chat</u>	Chat requests from user will be automatically accepted.
<u>send</u>	Files sent from user will be automatically accepted.
<u>nodcc</u>	DCC chat/send requests from user will be automatically ignored.
<u>voice</u>	User will be automatically voiced where you have ops.
<u>nopw</u>	If user has <u>CTCP OP</u> access, they don't need a password and are auto opped.

Custom... Enter a custom sub-level to add.

## @Userlist Editor Popups

Remove sub-level

<u>chat</u>	Chat requests from user will no longer be automatically accepted.
<u>send</u>	Files sent from user will no longer be automatically accepted.
<u>nodcc</u>	DCC chat/send requests from user will no longer be automatically ignored.
<u>voice</u>	User will no longer be automatically voiced where you have ops.
<u>nopw</u>	If user has <u>CTCP OP</u> access, they now need a password.

Custom... Enter a custom sub-level to remove.

## @Userlist Editor Popups

Op access



Add a channel...  
Add all channels

Add CTCP OP access on a single channel.  
Add CTCP OP access on any and all channels.

Remove all  
Remove a  
channel...

Remove CTCP OP access from all channels.  
Remove CTCP OP access from a single channel.

## @Userlist Editor Popups

Nicklist color

Off

Disable special nicklist coloring for this user. (color## sub-levels)



Select

Color this user any chosen color in the nicklist, if nicklist coloring is on.

## @Away Log Popups

Query

Opens a query with the selected user and all messages from them stored in the log.



Split

Move logged events of the chosen type to another window for uncluttered viewing.



View

Copy logged events of the chosen type to another window.



Filter

Delete logged events of the chosen type from this window.

Clipboard  
Save...

Copy the selected line to the clipboard.  
Save this window to a file.

Flush  
Close

Flush the away log and closes it. The log will be empty for new events. See [/alog](#)  
Close the away log window.

## @Express File Finder Popups



Calculate

Display file sizes in bytes or number of lines, calculating total for all displayed files.



Highlight



Dblclick

Select action taken when double clicking on a file.

Edit  
Run  
  
Send  
Play

Open file in your default text editor. See [/edit](#)

Run file, using default window's extensions.

Send file to user via DCC Send. See [/send](#)

Play file as a sound, or run file if not defined as a sound type. See [/splay](#)



Misc

  
Save list  
Select all  
Close

Save the list to a file. You can choose to overwrite or append to an existing file.

Select all files listed, to work with them as a group.

Close the File Finder window.

## @Express File Finder Popups

Highlight

Find text...

Find lines with text you specify in it, highlight it, and move the file to the top.

Filename	Highlight the filename portion of all files listed.
Extension	Highlight the extension portion of all files listed.
Subdir	Highlight the final subdirectory of all files listed.

## @Express File Finder Popups

### Misc

Copy to clipboard	Copy the selected line to the clipboard.
Type file to window...	Type ("play") the file to a window.
Explore from dir	Open Windows Explorer to the directory the selected file is in.
WinZip	Open WinZip to zip up the selected files.
Roulette sound window...	Copy the files in this window to a <a href="#">@Roulette</a> window.
Delete files...	Delete the selected files. (verification is made)
Remove lines	Remove the selected files from the list.

## @Ports Popups

Connect to port...	Connect to the selected port on the selected server. See <a href="#">/server</a>
Sort by port speed	Sort the list by port speed, fastest ports first.
Sort by port number	Sort the list in numerical order.
Get new list	Get a new list of ports from the current server. See <a href="#">/ports</a>
Copy to clipboard	Copy the selected line to the clipboard.
Close	Close the ports window.

## @Server Usage Popups

Connect to server...	Connect to the selected server, on a port you specify. See <a href="#">/server</a>
Ping server	Ping the selected servers to see how lagged they are. See <a href="#">/sping</a>
Ping all servers	Ping all servers in the list. See <a href="#">/sping</a>
Sort by server hops	Sort the list by number of hops to a server, closest servers first.
Sort by number of users	Sort the list by how many users on a server, most users first.
Sort by server name	Sort the list in alphabetical order by server name.
Sort by server ping	Sort the list by the server's ping replies, fastest ping first.
Get new list	Get a new list of server usage for the same channel. See <a href="#">/scan</a>
Copy to clipboard	Copy the selected line to the clipboard.
Copy server to clipboard	Copy the server name in the selected line to the clipboard.
Close	Close the server usage window.

## @Roulette Selection Popups

Play file and close	Play the selected sound file without closing the window.
Play file, stay open	Play the selected sound file and close the window.
Play randomly	Select a random file from the list and play it.

Playlist all	Playlist all files in the list in order.
Playlist selected	Playlist all selected files in the list, in order.
Set file description...	Set a description for the selected sound file.
Clear file description	Clear the description for the selected sound file.
Show descriptions	Show descriptions for all files in the list.
On play, window	Select whether window closes or not when playing a file via double click.
File finder...	Copy the files in this window to a <u>@Express File Finder</u> window.
Close	Close the roulette window.

## @CD Info Popups


Edit...	Edit the selected line, either CD title or artist, or a track title. See <u>/cdedit</u>
Play track	Play the selected track. See <u>/cdplay</u>



Double click will Select action taken on double click- edit name or play track.

Play CD	Play the CD starting at track one. See <u>/cdplay</u>
Close	Close the CD info window.

## @Banlist Popups

Toggle bans	Toggle selected bans- Unban or cancel unban if already being unbanned.
Add new ban...	Add a new ban to the banlist.
<u>Modify bans</u>	

Add bans to blacklist 

Add bans to X/W...	Add the bans to <u>X</u> or <u>W</u> .
Add bans to ChanServ...	Add the bans to <u>ChanServ</u> .

Cleanup 

Backup 

Select all	Select all bans, for working with the entire banlist as a group.
Close	Close the banlist window.

## @Banlist Popups

Modify bans	
Enter new ban mask...	Enter a new ban mask for the ban.
Change to domain bans	Change selected bans to domain (*!*@*.domain.com) bans.
Change to ident@domain bans	Change bans to "standard" (*!*identd@*.domain.com) bans.

## @Banlist Popups

Add bans to blacklist

For #channel... Add selected bans to your blacklist for one channel only. See [/black](#)  
For all channels... Add selected bans to your blacklist on all channels. See [/black](#)

## @Banlist Popups

### Cleanup

Remove bans matching a user or mask...	Remove bans against a user or address.
Remove nick-based bans	Remove bans that specify a nickname.
Remove dynamic IP bans	Remove bans without wildcards in the domain.
Remove bans older than...	Remove bans older than a given number of days.
Remove illegal bans	Remove bans containing invalid characters.

## @Banlist Popups

### Backup

Save banlist to file...	Save the banlist to a file.
Import banlist... (add to banlist)	Load a file into the banlist, adding to the current banlist.
Import banlist... (replace banlist)	Load a file into the banlist, replacing all current bans.

## @Address Book Popups



Delete entry	Delete the selected addresses from the address book.
Modify entry...	Modify the selected e-mail and name.
New entry...	Add a new address to the address book.

Change book...	Select another book to view/edit.
New book...	Create a new address book.
Copy to another book...	Copy the selected addresses to another book.

Copy to clipboard	Copy the selected address to the clipboard.
Import file...	Scan a file for e-mail addresses and add them to the address book.
Reduce to bare e-mails...	Remove all names from addresses, leaving only e-mails.

Close	Close the address book.
-------	-------------------------

## @Compose E-Mail Popups

Send mail...	Send the e-mail.
<a href="#">Import file</a>	

<a href="#">Save</a>	
----------------------	--

<a href="#">Mail to</a>	
-------------------------	--

Subject...	Edit the subject of the e-mail.
<a href="#">Advanced</a>	

Delete lines	Delete the selected lines.
Delete all...	Clear the entire e-mail.

Unselect all	Unselect all lines and scroll to the bottom of the e-mail, to resume normal typing.
Close	Close the e-mail composition window.

## @Compose E-Mail Popups

### Import file

at end of mail...	Import a text file into the e-mail, at the end of the e-mail.
at selected position...	Import a text file into the e-mail, inserting at the selected line.
replace mail...	Import a text file into the e-mail, replacing all current text.


## @Compose E-Mail Popups

### Save

to file...	Save the outgoing text to a file.
to file and edit...	Save the outgoing text to a file and open it in your default text editor.

## @Compose E-Mail Popups

### Mail to

Address book...	Select an address from your address books to send the e-mail to.
 Recent	Select an address you have recently received an e-mail from, to send to.
Other...	Enter an address to send e-mail to.




Carbon Copy



Blind CC

## @Compose E-Mail Popups

### Mail to

Carbon Copy	
Address book...	Select addresses from your addr. books to send a copy of e-mail to.
 Recent	Select an address you've recently received e-mail from, to copy to.
Other...	Enter an address to send a copy of the e-mail to.

*(note- these popups send a copy of the e-mail to addresses you select, and list the recipient in the outgoing e-mail.)*

# @Compose E-Mail Popups

Mail to

Blind CC

[Address book...](#)



[Recent](#)

[Other...](#)

Select addresses from your addr. books to send a copy of e-mail to.

Select an address you've recently received e-mail from, to copy to.

Enter an address to send a copy of the e-mail to.

*(note- these popups send a copy of the e-mail to addresses you select, without listing the receipient in the outgoing e-mail.)*

## @Compose E-Mail Popups

### Advanced

<a href="#">From...</a>	Enter a "from" field to use for the e-mail.
<a href="#">Reply-to...</a>	Enter a "reply-to" field to use for the e-mail.
<a href="#">Organization...</a>	Enter an "organization" field to use for the e-mail.
<a href="#">Other...</a>	Add any custom header field to the e-mail.

## @E-Mail Check Popups

Get headers	Get the size, subject, and sender of all waiting e-mails.
Get selected, leave on server	Get the selected e-mails without deleting them from your ISP.
Get selected, delete from server	Get the selected e-mails and delete them from your ISP.
Delete selected	Delete the selected e-mails from your ISP.
Get all, leave on server	Get all waiting e-mail, without deleting it from your ISP.
Get all, delete from server	Get all waiting e-mail and delete it from your ISP.
Delete all messages	Delete all waiting e-mail from your ISP.
Close + cancel	Close the e-mail check window and cancel any e-mail operation.

## @E-Mail# (Received) Popups

[Reply](#) 

[Forward](#) 

[d](#)  
[Misc](#) 

[Copy](#) 

Close      Close the e-mail window.

## @E-Mail# (Received) Popups

### Reply

<a href="#">Quote none...</a>	Compose reply to e-mail, without including any of the original text.
<a href="#">Quote all...</a>	Compose reply to e-mail, quoting entire original text.
<a href="#">Quote selection...</a>	Compose reply to e-mail, quoting the selected lines of text.


## @E-Mail# (Received) Popups

### Forward

<a href="#">Entire e-mail...</a>	Forward the entire e-mail to another person.
<a href="#">Selected text...</a>	Forward the selected lines of text to another person.

## @E-Mail# (Received) Popups

### Misc

	Add the sender of the e-mail to one of your address books.
<a href="#">Add sender to address book</a>	



Extract all e-mails in headers  
View headers...

Extract all e-mails to an address book. (sender, CC, etc.)

View the entire headers of the e-mail.

Save to file...

Save the e-mail to a file.

Save to file and edit...

Save the e-mail to a file and open it in default text editor.

## @E-Mail# (Received) Popups

Copy

One line

Copy the selected line to the clipboard.

Open copy window...

Open a normal window with all selected lines, for easy bulk copying.

## @IPs Connected Popups

Get new IP list

Perform another /arp command.

Rescan these IPs

Re-collect data on the listed IPs, without first getting a new list.

/who selected addresses

Use /who to attempt to locate users for selected addresses.

Save to file...

Save the listed data to a file for logging purposes

Close

Close the IPs connected window.



# General Display Options/Colors and Fonts

Select a display topic to get further help-

[Edit Color Scheme](#)

[Predefined Color Schemes](#)

[Fonts](#)

[Display Elements](#)

[Display Options](#)

[Nicklist Colors](#)

# Display Options

## Where should CTCPs and other events display to?

When someone sends you a CTCP or CTCP reply, this is the window it will be displayed in. Your options are the Active window or the Status window. Certain other events use this setting as well. Note that CTCPs to a channel will always show in that channel, and ping replies are configured separately.

## Show common fkeys that you can press in event display?

Some events have certain FKeys that can be pressed to trigger different actions. For example, when you receive a CTCP, you can press F8 to kick the user, ShiftF8 to ban, or CtrlF1 to /whois the user. If this option is on, you will be reminded of these FKeys when any of these events occur. If this option is off, reminders will only be given for less common events.

## Display address of user in CTCPs/etc.?

When someone sends you a CTCP or CTCP reply, this option determines whether only their nickname (No) or their entire address (Yes) is displayed to you.

## Timestamp P&P events?

If on, all P&P events displayed will have the standard mIRC timestamp. This setting is independent of mIRC timestamping settings.

## Strip out all colors from text P&P sends to IRC?

If on, any text P&P sends over IRC (away messages, kick messages, etc.) will have any colors removed first.

## Strip out ALL color/underlined/bold/etc. from text P&P sends to IRC?

If on, any text P&P sends over IRC (away messages, kick messages, etc.) will have all colors, underline, bold, and reverse stripped from it first.

## Strip out the above from text you type yourself?

If on, P&P will use the above settings to strip colors or attributes from all text you type as well. No colors (or attributes) will be sent over IRC for any reason.

## Open most custom windows (@Ping, etc) as desktop windows?

If on, P&P will open most of it's windows (such as @Whois, @Ping, @Banlist) as desktop windows, IE windows that are available outside of mIRC. This is most useful if you tend to open other windows as desktop windows as well.

## Event Flashing

**Flash on new query window?**

**Flash on new query window if away?**

**Flash on private message?**

**Flash on private message if away?**

**Flash on message in DCC chat?**

**Flash on message in DCC chat if away?**

These options all determine whether the mIRC icon will flash on any of these events. If an event is enabled, when that event occurs the mIRC icon will flash IF you are not currently in mIRC, to call your attention to the incoming message.

# Nicklist Colors

## Main toggle

### Color nicklist?

P&P can color-code channel nicklists according to user status. It may slow down slower computers, however, or you may prefer a one-color nicklist. Because of this you may choose to disable it with this option.

## Colors to use

### Color for lagged users?

This color will be used for users who return a ping reply larger than a certain number. You can define the lag required for this color in the options below.

### Color for IRCops?

This color will be used for IRCops. You must have IRCop checking enabled in Channel Options or this coloring option will not be used.

### Color for users on notify list?

This color will be used for users on your notify list, unless they fail any address check you have for them.

### Color for users on notify list that fail notify address check?

This color will be used for users using nicknames in your notify list but who fail the address check in your notify list.

### Color for users on userlist?

This color will be used for users in your userlist, of any level or sublevel.

### Color for blacklisted users?

This color will be used for blacklisted users, whether or not they are blacklisted on that specific channel.

### Color for you and any clones?

This color will be used for your nickname and the nicknames of any clones you load up.

### Color for users who you are waiting for a ping from?

This color will be used for any user you have pinged but has not yet responded.

## Options

### User gets "lagged" color if ping reply is how many seconds or more?

This is how lagged a user must be, in seconds, before they get the "lagged" nicklist color.

### User loses "waiting for ping" color on any notice or CTCP reply?

If on, then any notice or CTCP reply received from a user will clear the "waiting for ping" nicklist color. Otherwise only a ping reply will do this.

# Whois/Ping Display

## Ping reply options

### Where should pings be displayed?

When you receive a ping reply, this is the window it will be displayed in. You can choose from the Active window, Status window, or a separate @Ping window to keep them from cluttering up your other windows.

### How should ping replies be formatted?

This determines the order in which elements of a ping reply are displayed. You can put timestamp first or last and put the nickname, ping type, and ping time in any order. This is most useful if you have your @Ping window sorted and want to change the order it's sorted in.

### Minimize @Ping window upon opening?

If on, and you are displaying ping replies to the @Ping window, when the window opens it will automatically be minimized.

### Bring @Ping window to front on reply?

If on, and you are displaying ping replies to the @Ping window, when a new reply is received the window will be brought in front of your other windows as if you had selected it.

### Sort @Ping window?

If on, and you are displaying ping replies to the @Ping window, the window will be sorted according to the way they are formatted.

## Whois reply options

### Where should whois replies be displayed?

When you perform a /whois, this determines the window that the output is displayed to. P&P can display to Status, the Active window, or a separate @Whois window to keep clutter out of your other windows.

### Log whois replies to WHOIS.LOG?

If on, all /whois data will be logged to WHOIS.LOG.

### Retain contents of @Whois when closed?

If on, you can close your @Whois window, and open it again using /tome or a popup, and the information will still be there. If you don't use a @Whois window, and you have this on, you can still view previous information by using /tome or a popup to open the @Whois window.

### Minimize @Whois window upon opening?

If on, and you are displaying replies to @Whois, when the window opens it will automatically be minimized.

### Bring @Whois window to front on reply?

If on, and you are displaying replies to @Whois, when a new reply is received the window will be brought in front of your other windows as if you had selected it.

### Show extended server info in whois reply?

If on, /whois replies will contain additional info returned about the user's server that the server has provided. An example would be "pai on voyager.ca.us.dal.net"; "pai on DALnet's Assimilated Delta Quadrant Hub".

### How should nicks be shown for the 2nd line on?

/whois replies are displayed on multiple lines. The nickname is included in each line. When P&P displays it, this option determines how to display the nickname for each line past the first. You can have it show them normally, not display them, or "hide" them in the background color. This last option is useful for easy copy'n'pasting from the /whois reply.

#### **Split who replies over two lines?**

When you perform a /who command, the data can be displayed as one long line or two lines, which is usually easier to read.

#### **Show country for non-net/com/edu/org addresses?**

If enabled, whenever you /whois a user whose address does **not** end in .net, .edu, .com, or .org, P&P will tell you what country they are in. (if possible.) For example, a user whose address ends in .ca will be shown as in Canada.

# Personal Protection

## CTCP flood protection

### Personal flood protection level?

The level of strictness for the CTCP flood protection. Tight protection will ignore users after only a couple CTCPs. Normal flood protection should be sufficient under any situation. Low flood protection will lower the strictness level and may not be sufficient under extreme flood situations. No flood protection will disable all CTCP flood protection. (not recommended.)

### Change nicknames if being flooded?

If on, when a flood is detected, you will change to another, semi-random nickname automatically. (see /rn)

### Change nicknames if you use CtrlF9 to avoid a flood?

If on, when you press CtrlF9 to ignore all and avoid a flood, you will change to another, semi-random nickname automatically. (see /rn)

## Advanced CTCP flood protection

### Perform an actual /ignore if being flooded?

When a CTCP flood is detected, P&P will stop showing the flood, and not reply to the user automatically anymore. However, it does not use mIRC's /ignore command to ignore the user, and as such on a slower computer the flood being received may still slow the computer down a little. Turning this option on will use mIRC's /ignore. The disadvantage of this is that when the /ignore ends, you may receive another burst of flood, as P&P has no way of knowing when the user **stops** flooding you with this method. In addition, it may not be a good idea to /ignore a user who is flooding a channel, if you are an op, as you will not be able to protect as well.

### Perform a /silence if being flooded?

This is similar to the above option, but uses the IRC server's SILENCE command to cut the flood off at the server, so you do not even receive the data. This is great for conserving bandwidth and saving a bit of CPU time, but the same caveats apply as to the above option. Also, SILENCE does not work on all IRC servers.

### Perform an actual /ignore if flood is not on a channel you have ops on?

This option is similar to the first option, however it will only perform the /ignore if the flood is not a channel flood where you have ops. This option is relatively safe as the major problem of the first option (not protecting channels) is avoided.

### Perform a /silence if flood is not on a channel you have ops on?

This option is similar to the second option, however it only performs the SILENCE if the flood is not a channel flood where you have ops. This option is relatively safe as the major problem of the first option (not protecting channels) is avoided.

## DCC flood protection

### A DCC flood is this many DCCs:

Number of DCC requests before P&P considers it a "flood"

### ...in this many seconds:

The number of seconds the DCC requests must occur in, for it to be considered a "flood".

### Stop even showing DCCs after this many:

If this many requests are received (number should be higher than the amount that constitutes a "flood") than P&P will no longer even bother to show the requests, figuring that showing them will simply be more of a hassle and annoyance.

#### **Protect against extreme floods in a DCC chat?**

If on, P&P will close any DCC chat where you receive too many lines in a short period of defined, as defined in the next two options.

#### **Extreme DCC chat flood is this many lines:**

This is the number of lines in a DCC chat before P&P considers it a "flood" and closes the chat. (if enabled in the above option.)

#### **...in this many seconds:**

The number of seconds the DCC chat flood must occur in, for P&P to consider it a "flood" and close the chat. (if enabled in the "Protect against extreme floods" option.)

### **Message/notice flood protection**

#### **Protect against extreme message floods?**

If on, P&P will ignore all private messages for a period of time if too many unique users message you in a short period of time, opening a large number of query windows. If a single user is harassing you with messages, simply ignore them.

#### **Extreme msg flood is this many NEW query windows:**

The number of unique nicknames (new query windows) that must message you to be considered a message flood and have P&P ignore all private messages. This is assuming the above option is enabled.

#### **...in this many seconds:**

How many seconds the query flood must occur in to activate the protection. This is assuming the first option is enabled.

#### **Remind you of CtrlF9 during extreme notice floods?**

If on, P&P will alert you if you are receiving notices too fast and remind you that pressing CtrlF9 will ignore everything including notices. This is useful if users are harassing you by sending a flood of notices.

#### **Extreme notice flood is this many notices:**

This is the number of notices that will cause P&P to remind you of the CtrlF9 ignore-all, assuming the above option is enabled.

#### **...in this many seconds:**

This is the number of seconds that the notice flood must occur within to activate the "Remind you" option above, assuming it is enabled.

### **Invite flood protection**

#### **An invite flood is this many invites:**

This is the number of invites before P&P ignores all invites for a period of time.

#### **...in this many seconds:**

Number of seconds in which the invites must occur for the ignore to occur.

#### **Verify channels you are invited to?**

When you are invited to a channel, if this is on, P&P will query the IRC server to verify that the



channel indeed exists and tell you the result. You should probably not join a channel you are invited to if it doesn't exist. (there would be no one on it anyways, not even the user who invited you.)

## **Misc. options**

### **Ignore messages from unrecognized users not on a channel with you?**

If on, and a user not on your notify or userlist sends you a private message without being on a channel with you, they will be ignored. Not really needed except in special situations.

### **Tell user if they are ignored from previous option?**

Only useful in conjunction with the previous option, when a user is ignored for this reason, P&P will send them a notice stating so.

### **On extreme color flood, ignore colors to prevent "screen lag"?**

When mIRC processes too many colors and displays them, it can slow your screen down. If this feature is enabled, an extreme excess of colors will cause P&P to ignore all further colors for a certain amount of time, thus reducing this "screen lag". Color floods are simply an annoyance and cannot actually harm you, however.

# DCC Options

## On DCC Chat request

All of these options define behavior when receiving a DCC Chat request from a user. Depending on who it's from, P&P can automatically accept it, ask you for an action, ignore it, or ignore it and send the user a notice stating it was ignored.

### **If user is unrecognized-**

This option is used if user is not in your userlist or notify list and you are not away.

### **If user is on notify/userlist-**

This option is used if user is in your userlist or notify, and you are not away.

### **If user is unrecognized and you are away-**

This option is used if user is not in your userlist or notify list and you are away.

### **If user is on notify/userlist and you are away-**

This option is used if user is in your userlist or notify, and you are away.

### **If user has level "chat" and you are away-**

This option is used if user has the user level "chat" and you are away.

## On DCC Send request

All of these options define behavior when receiving a DCC Send request from a user. Depending on who it's from, P&P can automatically accept it, ask you for an action, ignore it, or ignore it and send the user a notice stating it was ignored.

### **If user is unrecognized-**

This option is used if user is not in your userlist or notify list and you are not away.

### **If user is on notify/userlist-**

This option is used if user is in your userlist or notify, and you are not away.

### **If user is unrecognized and you are away-**

This option is used if user is not in your userlist or notify list and you are away.

### **If user is on notify/userlist and you are away-**

This option is used if user is in your userlist or notify, and you are away.

### **If user has level "send" and you are away-**

This option is used if user has the user level "chat" and you are away.

## DCC INCOMPLETE support

### **Allow users to use DCC INCOMPLETE to request files that failed to send completely?**

If you send a file to a user using P&P and it fails to complete, the user can use P&P's DCC INCOMPLETE to request completion of the file. Whether the file is automatically sent is determined by the rest of the options.

### **How many days before removing a file from "failed to send" list?**

When P&P remembers files for DCC INCOMPLETE, this is the number of days before they are removed from the list.

### **Auto-send file on a valid DCC INCOMPLETE request?**

If on, a user sending a valid DCC INCOMPLETE request will automatically receive a file send. Valid requests must be for a file that user has received before and, if the next option is set, from a supported user.

### **Only allow users on notify/userlist to use DCC INCOMPLETE?**

If on, only users you recognize (on your notify or userlist) will be allowed to request files to be

completed via DCC INCOMPLETE.

## Misc options

### **Allow pings in DCC chats?**

This option determines whether P&P will allow other users to use /dcp to DCC ping you. This should be left on unless there is some sort of problem.

### **If user has level "nodcc", send notice stating why DCC was ignored?**

Users with the user level of "nodcc" have all DCC requests automatically ignored. If this option is on, you will also send a notice stating that the request was ignored; otherwise the user will not receive any notification.

# Away System

## Pager settings

### Pager sound?

This is the sound file played when someone pages you.

### Ask for pager setting when setting away?

When you set away with /a, if this is on you will be asked whether you want your pager on or off. Otherwise it will simply default to the next setting.

### Default setting for pager?

When you set away, if you are asked for your pager setting (see above option) and you do not give one, this setting will be used. If you aren't asked for your pager setting, this setting will be used.

### Pager setting when not away?

When you are not away, this setting determines whether your pager is enabled or not.

## Logging settings

### Ask for logging setting when setting away?

When you set away with /a, if this is on you will be asked whether you want logging on or off. Otherwise it will simply default to the next setting.

### Default setting for logging?

When you set away, if you are asked for your logging setting (see above option) and you do not give one, this setting will be used. If you aren't asked for your logging setting, this setting will be used.

### Close message windows when setting away?

When you set away, P&P can optionally close all currently open query windows at that time, if this option is enabled.

### Delay before closing message windows?

If the above option is enabled, this determines the delay after setting away, before the query windows are closed.

## Logging- What to log

When away logging is enabled, these options determine what sort of things are logged.

### Log private messages?

If on, any private messages you receive will be logged, if a query with that user was not already opened. The query window will remain open for about ten seconds, so that if you happen to be paying attention, you can grab it. If you do not type in the window or look at it within that time the query will close and the message will be logged.

### Log private messages if message window is open?

If on, any private messages will be logged, even if the query window is already open.

### Log op notices?

This option determines whether P&P will log notices that appear to be opnotices. A notice will be considered an opnotice if it targets @#channel, (on Undernet and DALnet) if it contains the

channel name and you are opped, or if it contains words such as "opnotice" or "wallop". Private notices will always be logged.

#### **Log channel notices?**

If on, notices sent to an entire channel will be logged, otherwise they will be ignored.

#### **Log CTCPs?**

If on, P&P will log any personal CTCPs you receive.

#### **Log channel CTCPs?**

If on, P&P will log any CTCPs sent to channels you are on.

#### **Log DCC gets/sends?**

If on, P&P will log the sending or receipt, and completion, of any DCC file transfers.

#### **Log notify events?**

If on, P&P will log users on your notify list leaving and joining IRC.

### **AutoAway settings**

#### **Automatically set away after how many seconds idle?**

After this many seconds, P&P will automatically set you away if you have not typed anything in any windows or performed any commands for that amount of time. Set this to 0 to disable this feature.

#### **Set away from idle quietly?**

When P&P sets you away automatically from the above option, it can either do a normal /away, or if this option is on, a quiet away. (/qa)

#### **Pager setting when auto away?**

When you are set away automatically from the above options, this determines whether your pager is on or off.

#### **Logging setting when auto away?**

When you are set away automatically from the above options, this determines whether your away logging is on or off.

### **AwayWords settings**

#### **If user says an awayword in channel send notice that you are away?**

If this option is enabled, anytime someone says one of the words in the next setting, P&P will send them a notice stating that you are away. (assuming you **are** in fact away.) See the next option for more details.

#### **Awaywords?**

These are the words that, if you are away and the above option is enabled, P&P will send notice on. For example, if the above option is enabled, you are away, and this contains the word "joe", anyone who says "Hey joe" in a channel will be reminded by you that you are away. It will not trigger on "joey", only "joe". (punctuation will be ignored for this purpose.) This option will also only trigger once for any user.

### **Misc. options**

#### **If disconnect and reconnect, retain away reason?**

If on, if you are away and you disconnect (manually or forced) and reconnect to IRC, you will

automatically be set as away again.

**Play event beeps while away?**

If this is off, then you will not hear any "event beeps" while you are away. This includes beeps for invites, notices, notify, etc. If you have event beeps disabled anyways, leave this option **ON** or P&P will be enabling them for you when you return from being away.

**Play sounds while away?**

If this is off, you will not play sounds (such as .WAV or .MP3) played by others while you are away, even if you would have played them normally.

**Nickname to use while away?**

If this is set to "none", you will retain your usual nickname when away. Otherwise, you will change to this nickname when you set away, and change back when you return from being away.

**Seconds between repeating away message?**

If this is set to a value less than 60, this option has no effect. Otherwise, this is the number of seconds between repeats of your away message. In other words, if this option is set to a value over 60, when you are away, P&P will repeat your away reason, at this interval in seconds.

**When away turn off wallops/servernotices?**

If this is on, when you set away, P&P will turn off receipt of servernotices and IRCop wallops, since you probably won't be paying attention to them anyways.

**When DCC chat opens while away, display away reason in chat?**

If on, when a DCC chat opens while you are away, P&P will remind the user in the chat that you are away, and how to page you if your pager is enabled.

# Sound System

## MP2/MP3/WAV/MID/etc specific options

Directories, players, and options specific to MP2/MP3

Directories and options specific to Wav files

Directories and options specific to Mid files

Adding, removing, and editing custom sound file types

## !Leech settings

### Command for others to leech your sound files?

This is the command that users can use to request your sound files when you play them. For example, if this is "!gimme", someone can type "!gimme this.wav" and you will send them "this.wav" if you own it, and the below options determine that this user is allowed to request this file.

### Advertise leech command when playing sounds?

If on, you will advertise the above command whenever you play a sound file you allow leeching of.

### File extensions you will allow leeching of?

This is a list of file extensions you will let others leech using the above command. For example, if you want others to be able to leech MP2 and WAV files, put ".mp2.wav" here. These will be matched, so wildcard will work, IE ".\*" will allow leeching of any file in your sound directories.

### Maximum file sends for a leecher?

This is the maximum number of files a user can leech at any one time. For example, if they are currently receiving 3 files via DCC and this is set to 3, they will receive an error if they try to use the above command to request any more files, until one of the files finishes transferring.

### Only allow users in userlist/notify to leech?

If enabled, only users in your userlist or notify list can use the above command to request files; anyone else will be denied the file.

### Where should leech requests be displayed?

This is the window P&P will record leech request info to, IE records of who leeches what and any errors. You can display them to Status, the Active window, a separate @Leech window, or not at all.

## AutoGet settings

### Attempt to autoget sound files others play that you don't have?

If on, P&P will attempt to request sounds from users when they play a sound file you do not own, according to the below options. Note that for this to work properly, you should have the misc. option "scan HD to see if you own a file" enabled, below.

This option works by looking for an advertised !leech command, or using stored or default commands if none is seen.

### File extensions to autoget?

These are the file types that P&P will attempt to autoget. For example, if you want to autoget MP2 and MP3 files, put ".mp2.mp3" here. Wildcards are allowed, so you could use ".mp?" for this, or ".\*" if you wanted to attempt to leech any file you did not own.

**Send autoget request via private message instead of in channel?**

If on, you will send the request for the file via private message at all times. If not, you will send the request in the channel if the sound was played in the channel.

**Use !nickname to autoget if user does not advertise an autoget command?**

If a !leech command is not advertised in the user's sound command, P&P can default to using !nickname (where nickname is the user's nickname) to get the file, if this option is enabled.

**Remember autoget command for users in case they do not always advertise one?**

If enabled, P&P will remember a user's autoget command once one is advertised, so that in the future, if they do not advertise it for a sound, you will still be able to use it automatically.

**Forget remembered autoget commands on exit?**

If on, P&P will "forget" all commands from the above option when you exit mIRC.

## Misc. options

**When playing a sound to a channel, play it to ALL open channels?**

If enabled, when you play a sound in a channel, you will play the sound for all channels you are in. See [/all](#) for details.

**Scan HD to see if you own a file even when not accepting sound requests?**

If off, P&P will only see if you own a file if you are actually accepting (and playing) sounds of that type from others. If on, then even if you are not going to automatically play the sound, P&P will scan to see if you own it. This has the disadvantage of causing a bit of delay on each sound as P&P scans the HD, but has some advantages. The user's sound will show in a different color if you own it, and will be added to your recent sounds list, so if you wish to play it you can. This feature is also recommended if you have AutoGet (see above) on, so that P&P will know if you own the file or not before requesting it.

**When finished playing a midi, play another randomly?**

If on, when you play a midi file and it completes, P&P will select and play another one randomly.

**If using index files, check and update on startup?**

If you have the option "Use index file..." enabled for one or more sound types, and this is enabled, P&P will automatically update your index files on startup if they are outdated, since they must be updated anytime you delete, move, rename, or get files.

**Don't play a WAV or MID if another WAV or MID is playing?**

If this is enabled, and another user plays a WAV or MID, you will only play it if you aren't already playing one. If disabled, WAVs and MIDs are free to interrupt a previous WAV or MID file.



# Directories, players, and options for MP2/MP3

## Directories and players

### Directories

Directories that will be searched when playing MP files. You can enter as many directories as you want. Double-click on this option and follow the directions to add and remove directories.

### MP3 player

### MP2 player

These are the players used to play MP2 and MP3 files. They will usually be the same, but can differ if needed.

## Other options

### Minimize MP player on play?

If on, the MP player will automatically be minimized when you play an MP. This should probably be enabled.

### Bring up window with matches if more than one MP matches search criteria?

If on, and you use /mp to find matching MPs using wildcards or search words, if more than one match is found, a window with all matches will be opened for you to select from. If off, one of the matching files will be selected at random. See /mp for ways to override this setting. (using ! and ? characters)

### Play MPs played by others if owned?

If on, and someone on IRC plays an MP file you own, you will play it as well. Otherwise you will not play MP files that others play.

### Ask you to enter descriptions for MPs when played?

If on, when you play an MP for the first time, you will be prompted to enter a description for it which will be shown along with the filename when playing.

### Ask for an action to go with MPs when played?

If on, when you play an MP you will be prompted for an action to use with the MP, such as "plays a really cool song". This should probably be off, as it is really unneeded for MP files and is more suited to other sound types.

### Play MPs locally only?

If on, anytime you play an MP it will show in the Status window and not be shown over IRC.

## Advanced options

### Use index file to speed up random MP selection?

If on, P&P will pregenerate an index of all your MP files. When you use /mprand to play a random file, P&P will select from this list. This can greatly speed up random selection if you have a lot of files or directories to choose from. The drawback is that you must use /mpindex to re-index your MP files when this option is selected and anytime thereafter when you change MP directories or move, delete, rename, or get new MP files, or the index will be outdated.

### When playing random files, play a file less often if you tend to skip past it?

If enabled, the above option must be enabled as well to work. This will keep track of when you tend to skip past random selections using /mprand, and will tend to play the files you skip less often when selecting them randomly. This will slow down index generation with /mpindex and

slightly slow down random file selection, but may be useful if you have a large collection and only like to listen to some of the songs.

# Directories and options for Wav files

## Directories

### Additional directories

Directories that will be searched when playing Wav files. You can enter as many directories as you want. Double-click on this option and follow the directions to add and remove directories. These directories are used **in addition** to the directory set in mIRC options. (Alt+O)

## Other options

### Bring up window with matches if more than one Wav matches search criteria?

If on, and you use /wav to find matching Wavs using wildcards or search words, if more than one match is found, a window with all matches will be opened for you to select from. If off, one of the matching files will be selected at random. See /wav for ways to override this setting. (using ! and ? characters)

### Play Wavs played by others if owned?

If on, and someone on IRC plays a Wav file you own, you will play it as well. Otherwise you will not play Wav files that others play.

### Ask you to enter descriptions for Wavs when played?

If on, when you play a Wav for the first time, you will be prompted to enter a description for it which will be shown along with the filename when playing.

### Ask for an action to go with Wavs when played?

If on, when you play a Wav you will be prompted for an action to use with the Wav. For example, if you play "splat.wav" you might enter the action "throws a pie at MissPai!" and that "action" will be performed with the sound.

### Play Wavs locally only?

If on, anytime you play a Wav it will show in the Status window and not be shown over IRC.

## Advanced options

### Use index file to speed up random Wav selection?

If on, P&P will pregenerate an index of all your Wav files. When you use /wavrand to play a random file, P&P will select from this list. This can greatly speed up random selection if you have a lot of files or directories to choose from. The drawback is that you must use /wavindex to re-index your Wav files when this option is selected and anytime thereafter when you change Wav directories or move, delete, rename, or get new Wav files, or the index will be outdated.

### When playing random files, play a file less often if you tend to skip past it?

If enabled, the above option must be enabled as well to work. This will keep track of when you tend to skip past random selections using /wavrand, and will tend to play the files you skip less often when selecting them randomly. This will slow down index generation with /wavindex and slightly slow down random file selection, but may be useful if you have a large collection and only like to listen to some of the files.

This is **not** an option that **most** people will use as most Wav files are short and not something you tend to "skip past". If you use your Wav collection for music, however, you may want this feature.

# Directories and options for Midi files

## Directories

### Additional directories

Directories that will be searched when playing Midi files. You can enter as many directories as you want. Double-click on this option and follow the directions to add and remove directories. These directories are used **in addition** to the directory set in mIRC options. (Alt+O)

## Other options

### Bring up window with matches if more than one Midi matches search criteria?

If on, and you use /mid to find matching Midis using wildcards or search words, if more than one match is found, a window with all matches will be opened for you to select from. If off, one of the matching files will be selected at random. See /mid for ways to override this setting. (using ! and ? characters)

### Play Midis played by others if owned?

If on, and someone on IRC plays a Midi file you own, you will play it as well. Otherwise you will not play Midi files that others play.

### Ask you to enter descriptions for Midis when played?

If on, when you play a Midi for the first time, you will be prompted to enter a description for it which will be shown along with the filename when playing.

### Ask for an action to go with Midis when played?

If on, when you play a Midi you will be prompted for an action to use with the Midi, such as "plays a really cool song". This should probably be off, as it is really unneeded for Midi files and is more suited to other sound types.

### Play Midis locally only?

If on, anytime you play a Midi it will show in the Status window and not be shown over IRC.

## Advanced options

### Use index file to speed up random Midi selection?

If on, P&P will pregenerate an index of all your Midi files. When you use /midrand to play a random file, P&P will select from this list. This can greatly speed up random selection if you have a lot of files or directories to choose from. The drawback is that you must use /midindex to re-index your Midi files when this option is selected and anytime thereafter when you change Midi directories or move, delete, rename, or get new Midi files, or the index will be outdated.

### When playing random files, play a file less often if you tend to skip past it?

If enabled, the above option must be enabled as well to work. This will keep track of when you tend to skip past random selections using /midrand, and will tend to play the files you skip less often when selecting them randomly. This will slow down index generation with /midindex and slightly slow down random file selection, but may be useful if you have a large collection and only like to listen to some of the songs.

# Options for custom sound file types

When you elect to edit custom sound file types, you will be presented with a list of types. You can double-click on a type to edit options for it, double-click on (add new entry) to add a new custom sound file type, or select a type and right-click to delete that sound file type.

## Directories/players/etc.

### Directories

Directories that will be searched when playing this file type. You can enter as many directories as you want. Double-click on this option and follow the directions to add and remove directories.

### Player

Player used to play files of this type. Leave blank to use the default player for that extension defined in Windows Explorer.

### File extensions that associate to this type?

File extensions that are used for this file type. (For example, if a module type, this may be .MOD .XM .IT etc.) You can enter as many extensions as you want. Wildcards are NOT allowed. Double-click on this option and follow the directions to add and remove extensions.

## Other options

### Descriptive type for files?

This is simply a name for the file type used for your reference. For example, "Real Audio", "Module", "Image", etc.

### Default "action" for files?

This is the "way" these files are played, and is used in the default action for playing these files. For example, "plays", "watches", "views", "listens to", etc.

### Minimize player on play?

If on, the player will automatically be minimized when you play a file. This should probably be enabled for file types that are purely sound, such as modules and real audio, and disabled for most other types, such as movies or images.

### Bring up window with matches if more than one file matches search criteria?

If on, and you use z to find matching files using wildcards or search words, if more than one match is found, a window with all matches will be opened for you to select from. If off, one of the matching files will be selected at random. See z for ways to override this setting. (using ! and ? characters)

### Play files played by others if owned?

If on, and someone on IRC plays a file of this type that you own, you will play it as well. Otherwise you will not play files of this type that others play.

### Ask you to enter descriptions for files when played?

If on, when you play a file for the first time, you will be prompted to enter a description for it which will be shown along with the filename when playing.

### Ask for an action to go with files when played?

If on, when you play a file you will be prompted for an action to use with the file, such as "plays this neat file". Whether this is appropriate or not depends entirely on the file type.

### Play files locally only?

If on, anytime you play a file of this type it will show in the Status window and not be shown over IRC.

## Advanced options

### Use index file to speed up random file selection?

If on, P&P will pregenerate an index of all files of this type. When you use /zrand to play a random file, P&P will select from this list. This can greatly speed up random selection if you have a lot of files or directories to choose from. The drawback is that you must use /zindex to re-index your files when this option is selected and anytime thereafter when you change directories or move, delete, rename, or get new files, or the index will be outdated.

### When playing random files, play a file less often if you tend to skip past it?

If enabled, the above option must be enabled as well to work. This will keep track of when you tend to skip past random selections using /zrand, and will tend to play the files you skip less often when selecting them randomly. This will slow down index generation with /zindex and slightly slow down random file selection, but may be useful if you have a large collection and only like to use some of the files.

# Channel Protection/Options

## Clone scanning

### Scan for clones when you join a channel?

If on, P&P will scan for clones after joining a channel and grabbing everyone's address. This option should probably remain on unless you are experiencing unreasonable delays on join or don't wish to see the clone report.

### Hide this clone scan unless clones found?

Normally this option is on. When P&P performs the clone scan when you join the channel, if no clones are found, nothing is displayed. If you turn this option off, P&P will tell you it is performing the scan, even if none are found.

### Look for clones when a user joins a channel?

Normally on, this causes P&P to check for clones from a user when they join the channel, and alert you to any it finds. You can disable this if you are having problems, however P&P will not protect against any clones if this is off.

### Only find clones if identd is same?

All of P&P's clone routines scan using `*!*@port121.ca.earthlink.net` type masks that do not include the identd. If you only want to find clones that have the same identd (clones do NOT have to have the same identd) then enable this. May be useful if you have problems with P&P detecting users on certain BBSes/ISPs as clones because their provider assigns them all the same address.

## Blacklist

### Scan for blacklisted users when you are opped?

If on, P&P will scan for blacklisted users when you are opped, kickbanning any it finds. This option should probably remain on unless you are experiencing unreasonable delays on being opped.

### Hide this blacklist scan unless matches found?

Normally this option is on. When P&P performs the blacklist scan for the above option, P&P will not display anything unless blacklisted users are found. If this is off, P&P will inform you when it performs the scan, whether or not blacklisted users are found.

### When user changes nick, check to see if new nick is blacklisted?

This option defaults to on. When enabled, and a user changes nickname, P&P checks to see if the user is now blacklisted. This allows you to blacklist, for example, `*shit*!*@*`, so if anyone changes to a nickname with that word in it, you will kickban them.

### Send notice to user when you blacklist them?

If on, when you use /black or a popup to blacklist someone, you will send them a notice telling them that. Otherwise you will simply add them to your blacklist, performing any necessary kicks and bans.

## Ban options

### Show nicknames of who's banned?

Normally on, this option will show the nicknames of any users on the channel who match a ban, when it is set. This way, when someone sets a ban, you know at a glance who was banned, in case no kick is done or multiple users are matched.

**Minutes to wait before automatically unbanning any ban you make?**

If this is a non-zero value, **all** bans you make will automatically unban after this many minutes. (assuming you are still opped in the channel.)

**Minutes to wait before automatically unbanning any ban others make?**

If this is a non-zero value, all bans **anyone** makes you will automatically unban after this many minutes, assuming you are opped at that time and were opped when the original ban was made.

**Minutes before automatically unbanning a blacklist ban?**

If this is a non-zero value, any bans you make due to your blacklist will automatically unban after this many minutes, assuming you are opped at that time. This does **not** cancel the blacklist entry, just the ban- if the user enters again at that time, you will reban and kick them again. This is useful to keep the banlist clean and only ban a user when they are actually trying to join.

## Kick stats

**Record kick/ban stats for users?**

If on, P&P will remember whenever a user is kicked or kickbanned, as well as track info regarding the most recent kick. You can then access this information at any time with /kstat. P&P will not record kickstats when a user kicks themselves since this is not usually important, nor if the kicked user is on your userlist, since users on your userlist you should know well enough to not need P&P to track kicks for you.

**Show any kickstats for a user when they join?**

If on, any user who has kickstat data stored for them will be noted when they join the channel. How sensitive this option is can be set with the next two options.

**Show kickstats if at least how many kicks?****Show kickstats if at least how many bans?**

These options determine when you will be reminded that a user joining has kickstat data, if the above options are on. The user must have at least the number of kicks **or** bans noted or you will not be noted that they have any kickstats.

## Whois on join

Remember that whois on join is actually enabled and disabled in the channel protection editor or by right clicking in the channel, under Protection.

**Perform whois-on-join even if away?**

Normally whois-on-joins are not performed if you are away. If this is on, they will be performed anyways.

**Display whois-on-join in channel window instead of normal Whois window?**

If enabled, when a whois-on-join is performed, the whois information will be shown in the channel the user joined. Otherwise it will be routed to your normal whois window.

## Automatic modes

**Mode strictly enforced for all channels?**

This mode setting will be strictly enforced in any channel you have ops in. For example, if you set this to **+n-k**, anyone who tries to set a key (**+k**) or set mode **-n**, you will set this mode over it, enforcing it. This applies to **all** channels; for specific channel strict modes, see /strict.

**Mode set when opped on any channel?**



You will set this mode whenever you are opped on **any** channel. For specific channel onop modes, see /strict.

#### **Mode set when alone on any channel?**

You will set this mode whenever you join a channel and no one else is on it. This applies to **all** channels; for specific channel alone modes, see /strict.

### **Misc. options**

#### **Check for and warn when a user joining a channel is an IRCop?**

If on, P&P will check any user who joins a channel, and will warn you if they are an IRCop. This requires a query to the server for each user who joins, so this should be disabled if you see a lot of join/part traffic or experience lag or slowdown from use.

#### **Also send opnotices to any unopped users who are in your userlist as op on that channel?**

Normally, opnotices (/onotice) are sent to all opped users and no one else. If this is enabled, any user with the level of "op" on a channel will also receive opnotices you send to that channel. This is useful if you want all channel "ops" to receive info, whether or not they are actually opped at that time.

#### **Don't kick for text floods if your self lag is above...?**

This setting helps prevent you from kicking users due to lag bursts. If your last self lag or current self lag is equal to or above this number, in seconds, you will not take action against any text floods or scrolling. (no other forms of protection are affected.) The default value of 10 is probably good for most users, you may want to lower it if you experience lag bursts commonly with less self lag.

# Notify Options

## General

### Where should notify messages be displayed?

This determines the window P&P will show notify events in. These are the notifications that a user on your notify list has either joined or left IRC. They can be displayed to the Status window, the Active window, or nowhere at all.

## Notify

### Beep on notify?

If on, when a user on your notify list joins IRC, P&P will beep.

### Show extended notify information normally?

Extended notify information has the notify show on two lines so it can show the user's address along with the standard notify info. If this option is enabled, anytime a user on your notify list joins, this extended info will be shown.

### Hide notify entirely if user does not match address?

If on, when a user on your notify list does not match any address check you have for that notify entry, no notify event will be displayed. In other words, if users do not match your notify address check, you will not even be bothered with notification since an "impostor" is using that nickname.

### Show extended notify info if user does not match address?

If on, when a user on your notify list does not match any address check you have for that nickname, their notify event will display extended info so you can see the address of the "impostor".

### Hide notify for your nick?

If on, notify events will not show for your nickname. This lets you put your common nicknames on notify so you know when **other** people use them, but not be bothered when you are using them.

### Show notify events in color of JOINS?

If on, notify events will show in the color you have assigned to channel joins. Otherwise, they will show in the normal P&P event color.

## Unnotify

### Show extended unnotify information normally?

If on, the address of the user will be shown for all users leaving IRC on your notify list. If off, the standard one-line format will be used.

### Show extended unnotify information if user did not match address?

This option will display a user's address in the two-line format for users leaving IRC on your notify list, **if** they did not match any address check for that nickname.

### Show unnotify events in color of QUITs?

If on, notify events will show in the color you have assigned to quits. Otherwise, they will show in the normal P&P event color.

# Wallop/Servernotice Filtering and Display

## Wallop display

### Usermode +w on by default?

This option determines whether or not you will have a user mode of +w when you signon. This mode determines whether you will see IRCop wallops, a form of IRC-wide messages.

### Where should IRCop wallops be displayed?

This determines the location P&P will use to display IRCop wallops you receive. (when you have user mode +w set.) Available options are the Status window, Active window, a separate @Wallops window, or the @Server Notices window along with server notices. (see below.)

### Minimize @Wallop window upon opening?

If on and you are displaying to the @Wallop window, when the window opens to display a new IRCop wallop, it will automatically be minimized.

### Bring @Wallop window to front on wallop?

If on and you are displaying to a window, when a new wallop is displayed, the window will be brought to the front of your mIRC window stack so you can see the new wallop.

## Server notice display

### Usermode +s on by default?

This option determines whether or not you will have a user mode of +s when you signon. This mode determines whether you will see server notices, which alert you to various IRC server events and are all automatically generated by the IRC servers.

### Where should server notices be displayed?

This determines the location P&P will use to display server notices you receive. (when you have user mode +s set.) Available options are the Status window, Active window, a separate @Server Notices window, or the @Wallops window along with IRCop wallops. (see above.)

### Minimize @Server window upon opening?

If on and you are displaying to the @Wallop window, when the window opens to display a new IRCop wallop, it will automatically be minimized.

### Bring @Server window to front on server notice?

If on and you are displaying to a window, when a new server notice is displayed, the window will be brought to the front of your mIRC window stack so you can see the new notice.

## Wallop filtering

### Show "Remote CONNECT" wallops

### Show Uworld usage wallops

### Show HACK wallops

### Show G-Line wallops

These settings all determine whether or not to display various types of automated wallops.

### Show other wallops from servers

This determines whether or not to display wallops received from servers. Usually wallops sent by a server are automated wallops and pertain to events and such.

### Show other wallops from IRCops

This determines whether or not to display wallops received from IRCops. These are usually communication between the IRCops and can contain anything from important information to relatively pointless conversation.

## **Server notice filtering**

**Show net splits**  
**Show net merges**  
**Show net burst sent**  
**Show net burst complete**  
**Show G-Lines**  
**Show G-Line removals**  
**Show G-Line expire time resets**  
**Show when a G-Lined user tries to connect**  
**Show IRCop kills**  
**Show nick collision kills**  
**Show ghost kills**  
**Show NickServ kills**  
**Show unauthorized connection attempts**  
**Show mismatched IPs**  
**Show hacks and bounces**  
**Show split rides on opless channels**  
**Show invalid username connection attempts**  
**Show throttles**  
**Show "too many connections" from a user**  
**Show SQUITs**  
**Show servers linking up**  
**Show failed connection attempts**  
**Show clock adjustments**  
**Show servers closing links**  
**Show new IRCops**  
**Show new maximum connect levels**  
**Show "all connections in use"**

These settings all determine whether or not to display various types of server notices.

### **Show all other server notices**

This determines whether to show server notices that P&P does not specifically recognize. This should probably be on as most of the common "unneeded" notices P&P will already filter out, such as "too many connections."

# Misc. Options

## Nick Completion

### Perform completion for text typed in channels?

This option determines whether nickname completion works in channel text. As an example, if enabled, and you type "shi- hello" in a channel, it will expand to "Shinohara- hello" if that user is on that channel. The next option determines what characters (in this case, a dash) activate this feature.

### Characters that activate channel nick completion?

These are the characters that activate the above feature, if enabled. The defaults are a colon or a comma.

### Perform completion for nicks used in commands?

If enabled, you can type partial nickname for nearly any command that targets a user. For example, "/msg shi hello" to message Shinohara, or "/kick lam" to kick LamerGuy.

### Skip completion if more than one match?

If this option is off, when a partial nickname matches multiple possibilities, the first one found will be used. When this option is on, no completion will be performed and the partial will be used instead.

### Character to activate inline nick completion?

This allows you to use nick completion in the middle of text. This character must **precede** the partial nickname, and it will be expanded. For example, if this character is ";", then "heyas ;shi" may expand to "heyas Shinohara".

## Services options

### Only perform automatic NickServ login if warned that nick is not yours?

If enabled, automatic NickServ logins (see /auto) will only occur if NickServ warns you that your nickname is owned, and you need to login. If disabled, automatic logins will occur anytime you signon or change nicknames. (on DALnet.)

### Use X/W/ChanServ for supported op commands?

This determines if and when P&P automatically uses X, W, or ChanServ to perform commands such as /op or /kick. If set to "never", P&P will never use them. If "sometimes", P&P will use them **if** you are not opped. If "always", P&P will always use them even if opped.

### Only use X/W if logged in?

If enabled, P&P will only use X or W for commands if you have received an authorization notice from the bot for that channel. This really only needs to be disabled if you are having problems getting P&P to automatically use the bot..

### Use DALnet popups/features on any network?

If enabled, DALnet popups will appear anytime you are connected, and P&P will perform automatic ChanServ/NickServ logins and features on all networks. If off, these features only work on DALnet. This is provided to allow you to use DALnet features on other networks with similar or compatible services.

## Double-click actions

### Action for double-click in Status window?

This is the action that will be performed when you double-click in the status window. Your options include joining favorite channels, scanning the server for ports, or displaying user counts, the default mIRC action.

#### **Action for double-click on nickname?**

This is the action that will be performed when you double-click on a user's nickname. Your options include performing a /whois or a /ping, or a /query, the default mIRC action.

#### **Action for double-click in channel?**

This is the action that will be performed when you double-click in a channel. Your options include listing the banlist, bringing up mIRC channel central (the default mIRC action), editing the topic, pinging the channel, or listing channel info.

### **Self-lag warnings**

#### **First warning when self-lag passes how many seconds?**

#### **Second warning when self-lag passes how many seconds?**

These are the amounts of self-lag that prompt P&P to warn you. If your self-lag is rising, and it reaches one of these points, you will receive a warning.

#### **Usual delay between self-lag checks?**

#### **Delay for self-lag check if last self-lag was excessive?**

P&P automatically checks your self-lag every so many seconds. The first setting is the usual delay between checks, and should probably be about 20-30 seconds. The second setting is the delay used if the last self-lag was excessive, and should probably be 10-20 seconds so you can keep better updated on your self-lag when needed.

### **Titlebar options**

#### **Show what as first section of titlebar?**

P&P can either show your nickname or 'net (such as Undernet or DALnet) in the titlebar of mIRC. This option determines which will be shown. This is most useful when you run multiple copies of mIRC and want a way to tell, at a glance, which copy is which. Nickname will be more useful if the multiple copies are on the same 'net, while 'net will probably be more useful if the multiple copies are on different 'nets as you will probably have the same or similar nicknames.

#### **Show idle meter in titlebar?**

If enabled, P&P will show your current idle time in the titlebar. This is the time since your last command or text, and determines when you are automatically set away, if you have away on idle enabled. (see away system configuration.)

### **Last Seen options**

#### **Record last seen data?**

This option determines whether P&P remembers when you last saw users, by their nicknames and identds. If enabled P&P will remember this data and you can recall it using the /seen command.

#### **Only record last seen data for users on userlist/notify?**

If enabled, P&P will only record last seen data for a user if they are on your userlist or notify list. This has the potential to greatly reduce the size of the data file and make the occasional delays to write last seen data much less often, while still recording data for most users you care to recall info for.

#### **Allow users to request last seen info via CTCP SEEN?**

This option, if enabled, will allow users to send you CTCPs of the form "SEEN nickname" or "SEEN identd" and you will reply with info on when you last saw that person.

#### **Only allow users on userlist to request last seen info?**

This option lets you limit the use of the above feature to users who are on your userlist or notify list. If not enabled, anyone can use the above feature to request seen info.

#### **Allow users to request last seen info by identd?**

When a user requests last seen info, they can do so by nickname or identd. If this option is disabled, they can only do it by nickname. Enable this option to allow them to request info by identd.

#### **Hide channel when giving out last seen info?**

If enabled, when a user requests last seen info or you use /sayseen to say last seen info, the channel the user was last on will not be shown. If disabled, it will be shown.

#### **Hide user address when giving out last seen info?**

If enabled, when a user requests last seen info or you use /sayseen to say last seen info, the user's last address will not be shown. If disabled, it will be shown.

## **MOTD display**

#### **Where should the MOTD be displayed?**

This option determines where a server's Message Of The Day will be displayed. It can be set to show in the Status window as normal, or in a separate @MOTD window.

#### **When should the MOTD be shown?**

This option determines when to show the Message Of The Day when signing on to a server. You can see it always, never, or only if it has changed since the last time you viewed it.

## **Logging**

#### **Log channel activity to ACTIVITY.LOG?**

If enabled, all joins, parts, kicks, ops, etc. performed in channels will be logged to ACTIVITY.LOG. (basically, anything other than the usual text, actions, notices, and CTCPs.) This is useful if you want to log channel activity and "politics" without having to log all the text as well.

#### **Log DCC activity to DCC.LOG?**

If enabled, all file transfers and related events will be logged to DCC.LOG. This lets you easily track who sent you what files, and what files you sent to whom.

## **Misc. options**

#### **Default usermode?**

This is your default usermode when you signon to IRC. (see /umode) Do not set +s and +w here, they are set in server notice/wallop options. This will usually simply be set to +i, for invisible.

#### **Which color window should F6 display?**

F6 can either bring up a simple color window (/colorwin) or Click 'N' Color. (/cnc) This option determines which is used. The other one can be brought up using ShiftF6.

#### **Use /b to /ban?**

/b can be an abbreviation for either /back or /ban. This option determines which one it is an abbreviation for..

**Default channel scan switches?**

This is the default switches used when performing a /scan, if none are given with the command.

**Auto sync userlist if voiced then deopped?**

If enabled, when a user is voiced **and** opped, and becomes deopped, P&P will "sync" the nickname list so the voice (+) reappears. Under normal mIRC, the voice will not show unless you perform a /names command; P&P will perform this automatically in the background for you if this option is enabled.

**Show you text people type in your background color?**

If enabled, when a user uses colors that are the same as your background color, P&P will redisplay the text again in another color so you can see it. If you spend a lot of time in channels that use ascii art or other color-filled displays, you should probably turn this option off.

**Ignore (don't show) CTCP ERRMSG replies?**

If enabled, any CTCP replies of the types "ERROR", "ERRMSG", or "UNKNOWN" will not even be shown to you. These most commonly occur when playing sounds in a channel with users who have old clients or crappy scripts that don't recognize the CTCP and decide to send an error reply.

**Clear ignore list on exit?**

If enabled, anyone on your ignore list will be removed when you exit mIRC.

**Keep different favorite channel lists for each 'net'?**

If enabled, you will keep unique favorites lists for each 'net, such as Undernet, DALnet, etc. See /fav for more details on maintaining favorites lists.

**Rejoin channels if disconnect and reconnect?**

If enabled, when you disconnect (manually or forced) and reconnect, you will rejoin any channels you were in, unless you press F10 before the reconnect is complete.

**Default text-viewing program?**

This is the default program used to view and edit text files, used with /edit, /rec, /ff, and other commands and popups. It defaults to notepad.

**Open most custom windows (@Ping, etc) as desktop windows?**

If on, P&P will open most of it's windows (such as @Whois, @Ping, @Banlist) as desktop windows, IE windows that are available outside of mIRC. This is most useful if you tend to open other windows as desktop windows as well.



# Messages

All of these options are messages used by P&P for various events, that are sent over IRC, such as away events, automatic kicks, etc.

All of these options can contain special &codes& that are replaced with values when the message is used. All messages support a set of common &codes&, as well as support for &counters& and inline \$identifiers\$. Messages may also have their own &codes& that they support, listed with each message.

## Basic/misc. messages

### Default quit message-

The default message used when you quit IRC, if you do not enter one. &online& will represent the total time you were on IRC.

### Default part message-

The default message used when parting a channel, if one is not given and the IRC server supports part messages, such as DALnet. &chan& will represent the channel you are parting.

### Notice sent to warn clones-

Message sent to all involved clones when the number of clones from a user exceeds the "warn" amount but has not reached the "take action" amount. &chan& represents the channel, &nick& the mask that the clones match, &num& the number of clones detected, and &nicks& the nicknames of all detected clones.

### Notice sent when adding users to blacklist-

Message sent to a user when you blacklist them, if you are configured to send a notice to users who you blacklist. (See channel configuration) &chan& represents the channel blacklisted from, &nick& the nickname of the user blacklisted, &addr& the address blacklisted, &reason& the reason for the blacklist. If &reason& is not used, the reason will be appended to the notice.

### Notice sent when ignoring user for unsolicited message-

Message sent to a user when you ignore them for an unsolicited message, if this option is enabled and you are configured to send a notice when activated. (See personal protection) &nick& represents the nickname of the user ignored.

## Messages when ignoring DCC requests

### Message to users with level "nodcc"

Message sent when you ignore a DCC request from a user because they have the level "nodcc", if you are configured to send a notice on such event. (See personal protection) &nick& represents the nickname of the user, &addr& the address you have assigned "nodcc" to.

### Message to users sending a DCC chat-

### Message to users sending a DCC send-

Messages sent when ignoring a DCC request from a user because you do not recognize the address or they do not have the required userlevel, and you are not away. This assumes the setting for that DCC event is "Ignore and send a notice". (See DCC options) &nick& represents the nickname of the user.

### Message to users sending a DCC chat when you're away-

### Message to users sending a DCC send when you're away-

Messages sent when ignoring a DCC request from a user because you do not recognize the address or they do not have the required userlevel, and you **are** away. This assumes the setting

for that DCC event is "Ignore and send a notice". (See [DCC options](#)) &nick& represents the nickname of the user.

**Message to users with level "chat" sending a DCC chat when you're away-**

**Message to users with level "send" sending a DCC send when you're away-**

Messages sent when ignoring a DCC request because you are away, even though the user is recognized and has the required userlevel. This assumes the setting for that DCC event is "Ignore and send a notice". (See [DCC options](#)) &nick& represents the nickname of the user.

## Messages for playing sound files

**Message for playing a sound-**

**Message for playing a sound with a description-**

**Message for playing a leechable sound-**

**Message for playing a leechable sound with a description-**

Messages used when playing a sound file publically. The first and third assume you have not defined a description for the sound file. The third and fourth assume that it is a file you are advertising as leechable. (See [sound configuration](#)) &file& is used for the file being played, &desc& for any description you have assigned to it, &size& for the file size, &leech& for the leech command to be used, and &play& for the way it is being played. ("plays", "randomly plays", "repeats", etc.)

## Messages for playing CDs

**Message for playing a CD with no title set-**

**Message for playing a CD with no artist set-**

**Message for playing a CD with both set-**

Messages used when playing CD tracks publically. The first is used if you have not defined the CD's title, the second if you have not defined the artist. The third is used if both are defined. &track& is the track name, &title& the CD title, &artist& the CD artist, &num& the track number, and &time& the time for that track.

## Basic kick messages

**Default kick message-**

The default message used when kicking someone, if you do not give a message. &chan& will be replaced with the channel name, &nick& with the user kicked.

**Wrapper for kick messages-**

All kick messages you use are "wrapped" using this message. This is useful for kick [counters](#) and giving all your kick messages a common appearance. &chan& will be replaced with the channel name, &nick& with the user kicked, &msg& with the kick message used. (&msg& should always be used.)

**Default tempban kick message-**

The default message used when kicking someone, if the kick is a result of a temporary ban and you do not give a message. &chan& will be replaced with the channel name, &nick& with the user kicked, &dur& with the duration of the temporary ban.

**Wrapper for tempban kick messages-**

All kick messages resulting from temporary bans are "wrapped" using this message. This is useful for kick [counters](#) and stating that the kick is temporary. &chan& will be replaced with the channel name, &nick& with the user kicked, &dur& with the duration of the temporary ban. &msg& with the kick message used. (&msg& should always be used.)

## Other kick messages

### Blacklisted user-

This message is used when kicking a blacklisted user. &chan& represents the channel blacklisted from, &nick& the nickname of the user blacklisted, &addr& the address blacklisted, &reason& the reason for the blacklist. If &reason& is not used, the reason will be appended to the notice.

### Clone clearing-

This message is used when kicking clones using the /clrclones command. &chan& represent the channel, &nick& the nickname of the clone, &addr& the address that the clones matched, &num& the number of clones from that user. &total& will start at 1 for the first clone kicked and increase for each one, regardless of if it is the same address.

### Banned users-

This message is used when kicking users other people have banned, if kick on ban is enabled for the channel. &chan& represents the channel, and &nick& the nickname kicked.

### Desynch protection kick-

This message is used when you kick a user because a desynch has been detected from them. &chan& represents the channel, and &nick& the nickname kicked.

### Users who try to ban you-

This message is used when you attempt to kick a user because they tried to ban you. &chan& represents the channel, and &nick& the nickname kicked.

## Mass/other notices

### Op notices-

Message wrapper used for the /onotice command. &chan& is the channel, &ops& is the number of ops, &vocs& the number of voiced users, &ovs& the number of ops and voiced users, &users& the total number of users, and &msg& the actual message being sent. (if &msg& is not used, the message will be appended.)

### Op and voiced user notices-

Message wrapper used for the /ovnotice command. &chan& is the channel, &ops& is the number of ops, &vocs& the number of voiced users, &ovs& the number of ops and voiced users, &users& the total number of users, and &msg& the actual message being sent. (if &msg& is not used, the message will be appended.)

### Notices to all but a user-

Message wrapper used for the /allbut command. &chan& is the channel, &users& the total number of users on the channel, &allbut& the users not being sent to, and &msg& the actual message being sent. (if &msg& is not used, the message will be appended.)

### Notice to one user-

Message wrapper used for the /notice command when sending to a single user. &nick& is the user being sent to, &msg& the actual message being sent. (if &msg& is not used, the message will be appended.)

### Notice to 5 or less users-

### Notice to 6 or more users-

Message wrappers used for the /massn command, depending on the number of targets, or for the /notice command when sending to multiple targets. &targets& is the users being sent to if 5 or less, otherwise it is the number of users being sent to. &msg& is the actual message being sent.

(if &msg& is not used, the message will be appended.)

#### **Notice to a channel-**

Message wrapper used for the /notice command when sending to a channel. &chan& is the channel, &users& the total number of users on the channel, &ops& the number of ops on the channel, and &msg& the actual message being sent. (if &msg& is not used, the message will be appended.)

## **Away messages**

#### **Action when away is set-**

Action performed in channels when you set away using /away. (IE not quietly.) &reason& is the away reason, &when& is when you set away, &pager& and &logging& are "on" or "off", depending on your pager and logging settings.

#### **Action for repeating away message-**

Action performed when repeating an away message, if you have repeating away messages enabled. (See away system configuration) &reason& is the away reason, &when& is when you set away, &pager& and &logging& are "on" or "off", depending on your pager and logging settings.

#### **Away message if pager is off-**

#### **Away message if pager is on-**

These are the messages displayed in your /whois or sent to users when they message you, when you are away. The second one is used when your pager is enabled and might contain instructions on paging you. &reason& is the away reason, &when& is when you set away, &pager& and &logging& are "on" or "off", depending on your pager and logging settings.

#### **Action when returning from away-**

Action performed in channels when you return from being away using /back. (IE not quietly.) &reason& is the away reason, &when& is when you returned from being away, &pager& is "on" or "off", depending on your pager setting when you are **not** away, and &awaytime& is the duration you were away.

#### **Away reason for auto away-**

If you are set away automatically from idling, this is the away message used. (See away system configuration) &min& is the number of minutes you have idled to be automatically set away.

#### **Message when chat opens if away with pager off-**

#### **Message when chat opens if away with pager on-**

If you are away, a DCC chat is opened, and you are configured to display a message at this time, these are the messages displayed in the chat. The second one is used when your pager is enabled and might contain instructions on paging you. (See away system configuration) &reason& is the away reason, &when& is when you set away, &pager& and &logging& are "on" or "off", depending on your pager and logging settings.

## **Protected user**

#### **Message when protected user is deopped-**

This message is sent to a user when they deop a user you have protected, IE user level of 75 or higher. The user will also be deopped if they are not at least level 50. &chan& is the channel, &nick& the nickname of the protected user.

#### **Message when protected user is kicked-**

#### **Message when protected user is banned-**

These messages are used for the kick message when you kick a user for kicking or banning a user you have protected, IE user level of 75 or higher. The kick is not performed if the offender is at least level 50 themselves. &chan& is the channel, &nick& the nickname of the protected user.

## Nick completion display

### Format for standard nick completion-

This format is used for messages when nickname completion is performed on text you type in a channel. (see misc. options) &chan& is the channel, &nick& the nickname completed, &char& the character that activated the completion (such as a dash), and &msg& the remainder of the message. (the message will be appended if &msg& is not used.)

### Format for inline nick completion-

This format is used for the completed nickname when inline nickname completion is performed on text you type in a channel. (see misc. options) &chan& is the channel, &nick& the nickname completed, and &char& the character that activated the completion.

## CTCP Editor

This allows you to edit replies sent to CTCPs. It can be accessed quickly using the /ctcpedit command.

Double-click on an entry to edit the reply for that CTCP. If you select an entry and right-click, you can delete the CTCP or elect to send a reply randomly selected from a file. To add a new CTCP, double-click on the "add a new CTCP reply" option at the bottom.

Note that any reply to a ping will be sent as a notice when you are pinged, and a normal ping reply will still be sent.

The CTCP replies support the same &codes&, &counters&, and \$identifiers\$ that other P&P messages support. In addition, the following special &codes& are supported in CTCP replies-

<b>&amp;mircver&amp;</b>	The version of mIRC being used.
<b>&amp;idle&amp;</b>	Your current local idle time.
<b>&amp;date&amp;</b>	Today's date.
<b>&amp;time&amp;</b>	The time right now.
<b>&amp;day&amp;</b>	Today's day, IE Monday, Tuesday, etc.

# Display Elements Editor

This editor allows you to change certain display elements used by P&P both locally and in messages sent over IRC.

The first window allows you to change the line separator used by P&P to separate various displayed information. The most obvious place this is seen is when using /whois. You can double-click on a style to select that style of shading. Double-click on the second line if you want to select a line type. Now you can double-click on a style to select that line type. Double-click on "custom" to enter a character of your own choice to make up the lines. Double-click on the second line to return to shading selection.

The second window allows you to change the brackets used to contain certain displayed information. The most obvious place this is seen is when using /away. Double-click on a style to use that format of brackets, or on "custom" to enter your own brackets to use, including attributes.

The third window allows you to change the logos displayed preceding all displayed P&P events. Double-click on a set of logos to use them. The first logo is the default logo, the second logo is used for CTCPs and replies, the third logo is used for IRCop wallops and whois replies, the fourth for server notices, and the final for alerts or other important information. Double-click on "single custom" to enter one logo to use for all five. Double-click on "complex custom" to enter separate logos to use for each type. Logos of 3 characters are recommended.

Right click in any window to close this editor.

## Fonts Editor

This editor lets you change the fonts used by P&P for various windows.

To select a font, double-click on it's name. If the font you want is not listed, double-click on "custom font" and enter the exact name of the font. Double-click on "increase size" and "decrease size" to change the font size used.

The "basic" font is used for most P&P windows. The "popup" font is used for quick popup windows, such as the one seen when you type **/msg** with no parameters.

The third window is used to size the tab width used in P&P windows. You should make sure that it is sized properly so that no text is cut off, but so that there is not an excess of space. This is needed since different fonts are different sizes and proportions so a standard tab size could not be used.

Right click in any window to close this editor.



## Colors Editor

This editor lets you change the colors used by P&P for display of events.

Two windows will be opened- The left window is where you change the various colors, and the right window shows some examples of how the colors will appear. Note that it does not show all the different uses for each color option. Double-click in the right window to refresh the display, IE update it with any new colors you have changed.

To modify a color option, double click on it in the left window. You can then select a color or style. If you select one of the basic 16 colors, you can then select normal, underlined, bold, or both. If you select "colored background", you get to select the foreground color, the background color, and the attribute, if any. The names of the color options should be fairly self explanatory. Double-click on the second line to enter the color scheme editor, where you can load and save entire sets of color options.

Right click in either window to close this editor.

# Color Schemes Editor

This editor lets you select, load, save, and exchange P&P color schemes.

Two windows will be opened- The left window lets you load schemes and access other options, and the right window shows an example of how the current scheme will look.

The name and number of the current scheme will be listed near the top of the left window. Double-click on any of the schemes in the lower portion to load it. Double-click on "edit colors in scheme" to edit the individual colors in a scheme. Changes will not be saved to the permanent copy of the color scheme- To save them to the original scheme, select "save changes to current scheme". To save them as a new scheme, select "save as a new scheme" and enter a name.

To rename the current scheme, double-click on the "current scheme" line near the top, and enter a new name.

To create new schemes, either select "create blank scheme" to create a scheme with no colors defined, or "create quick scheme" to quickly create a scheme by selecting five different colors. (you can then proceed to select "edit colors in scheme" to configure the colors in more detail.)

Select "delete schemes" and then double-click on a name to delete a scheme permanently.

P&P contains simple methods to distribute and trade color schemes as well. Select "export scheme file" to save the current scheme to a file. Select "import scheme file" to import a scheme from a file and save it to the list of current schemes. (it will not automatically be selected as your current scheme.) For quick distribution, you can select "send color scheme via CTCP" and the scheme will be sent to a user on IRC. They can, if they choose, then press an FKey to accept the scheme and store it in their database.

Right click in either window to close this editor.

# Common Questions and Problems

Quick note- Don't be editing scripts or aliases while P&P is signing on to IRC. During the connection process (until your notify list completes) lots of internal settings are updated and if you are editing scripts, when you exit, these changes will be lost. This is normal mIRC behavior but can cause lots of problems. If you do this accidentally, use /flush.

## P&P is slowing my system down a lot!

If you don't have a fast system, see the PP Tools menu, under Script, Help, "It's too slow". If you are still having problems, sorry, but P&P was designed on a fast system and made with large numbers of features and functionality in mind, and this had a higher priority for me than making it run on slower systems, as there are more than enough other scripts out there if you need one that will run perfect on a slower system.

## Why doesn't this version of P&P come with a modified mIRC like the old one?

Simply put, I'm not going to distribute "hacked" versions of mIRC anymore, as it's illegal and not needed. Yes, I know a lot of you liked the new icons, but sorry, you're going to have to live with it.

## Can I make the channel protection settings different for each channel?

Of course, simply right-click and choose "protection settings for this channel" or use /proteedit #channel.

## How can I add support for new file formats to P&P's sound system?

Go in to /config, sound system configuration. Then choose the fourth option, where you can define and edit new sound types.

## How can I add a (choose one or more) kick counter, random colors to my sound messages, change my away messages, etc.

Go in to /config, messages. There you can edit nearly all the built-in P&P messages. See help on this configuration for details on adding counters, random colors, etc. Select an option and right-click to be able to select one of two defaults, one which often includes these extra features. (colors, kick counters, etc.)

## Clone detection is detecting clones even when their identd (username) are different!

Well, thats because clones are clones, whether or not their identd is the same. Users from small ISPs or BBSes may appear to be clones if they are all assigned the same address. If you really need P&P's clones detection to require the same identd as well, go into channel configuration and change the clone detection options.

## P&P's AutoGet is requesting files I already own!

First, make sure that the directory the files are being downloaded to (or are in) is in the sound directories for that type. For example, if you play Midis from c:\midi and d:\sounds, but downloaded midis end up in d:\downloads, P&P won't find them there and may request them again.

Second, make sure that for each type you are downloading, P&P is either playing them on request or you have the option "Scan HD to see if you own a file even when not accepting sound requests" enabled, so that P&P actually tries to find out if you own the file.

All these options can be configured in sound system configuration.

### **This sound file has spaces in it's name and it won't play!**

Sound files with spaces **should** play fine. However if it has **doubled** spaces there will be problems. Make sure there are no double spaces in the filename.

### **Lots of things aren't working after I renamed my mIRC directory! (or have a mIRC directory with spaces in the name.)**

P&P attempts to handle the renaming of your mIRC directory, and no known problems will occur, but no promises to this are made.

If you give your mIRC directory a name with spaces, P&P may not work.

### **Winplay isn't working with the MP3 features!**

Winplay versions earlier than 2.0 will not work with P&P's MP3 features. Simply upgrade to a newer version.

### **Sometimes I see "*nick* is not on *#channel*" messages even though I didn't do anything!**

If P&P tries to kick an offender but someone else gets to them first, you will see this message. Simply ignore it, the job was taken care of, simply by someone else.

### **Sometimes I see "no such channel *#channel*" if I part a channel quickly after joining, or other error messages!**

If you join a channel and part it quickly, P&P may make requests for channel information that assume you are on the channel. When you leave the channel, the IRC server complains because you are requesting information for a channel you are not on.

### **I just got the message "no such user (*my old nickname*)" or "CTCP reply of § : Q 812394 from (*my old nickname*)"!**

If you change nicknames when you are lagged (or occasionally, even if not) P&P's self-lag check will cause one of these messages. Simply ignore it, it should correct itself automatically; if not, press F1.

### **My custom notify masks aren't working!**

The first word of your notify note must be a mask. The forms `*!*identd@*`, `*!*@*.domain.com`, or `*!*identd@*.domain.com` are probably the three best formats to use unless you have a reason to use a different mask and know what you're doing.

### **When playing a random sound, some file I don't have anymore is selected, it gives a filesize of "\$null", and obviously nothing plays. How can I stop this?**

This will only happen if you're using indexing for that file type and haven't updated your index since moving or deleting files. Use /mpindex, /midindex, /wavindex, or /zindex, whichever is appropriate, to reindex the sounds.

## Known Bugs and Quirks

For some other known quirks, see [Common Questions and Problems](#).

First, some features do not work on some operating systems. Anything involving Explorer or long filenames will not work on Windows 3.11, obviously. [/portup](#) does not work on the 16-bit version of mIRC, and may need to be run again under Winsock 2 as it seems the port allocation resets at times, automatically. [/arp](#) may not work on Windows NT. [/netstat](#) and [/detect](#) will not work on Windows 3.11.

Second, the whole script may not run well on slower systems. If you don't have a Pentium, sorry, some **(some)** features are going to be slower. It may seem silly to write a script that requires a Pentium for good performance, but I have one, as do nearly everyone I know, so it seemed a waste to remove features or functionality just to make it compatible with a few people I've never even met. (no, it's not inefficient coding that makes it slow. It's my obsession with making the code do everything I want it to.) No, this script does not require a Pentium to run- I've used it on a couple of 486's, and it was fine. If you are having massive slow down problems, see the [PP Tools menu](#), under Script, Help, "It's too slow".

# Troubleshooting

If you are having problems while connected, first try /flush. This will attempt to clean up any internal problems. You could also try exiting mIRC and restarting.

If you are having a specific problem, search for a related topic in help. Browse through configuration to make sure there isn't a setting causing your problem, as well as common problems to see if your problem is answered there.

Check your userlist (/useredit) to make sure you haven't given unwanted or strange access levels to a user or group of users you did not mean to.

Make sure you haven't loaded an /addon (or using mIRC's /load) or created a custom alias or script that could be causing the problem.

If the problem involves DCC, make sure that you have "Always get local host" checked in your mIRC setup (Alt+E) and try reconnecting to IRC.

If the problem involves the sound system and you are using indexing for that sound type, try /mpindex, /midindex, /wavindex, or /zindex, whichever is appropriate, to reindex the sounds. Also make sure it isn't a problem with the sound file or sound file player.

If the problem involves e-mail, make sure your e-mail server isn't just down for maintenance. (this would explain if the DCC chat used to check/send e-mail isn't even being fully acknowledged.)

## Contacting the Author

You can reach misspai via e-mail at [pnp@pairc.com](mailto:pnp@pairc.com). Simply select the PP Tools menu, select Script, select Help, then "E-Mail author", and if you have the e-mail addon loaded or a default e-mail client defined, you should proceed to e-mail. You can also try #peace&protection on Undernet.

When e-mailing about bugs and ideas, PLEASE include your current version of P&P and any other details that might apply. Also, PLEASE do not e-mail me asking if a new version is out, or if I know of any addons or patches not on my webpage. If I know about it, it's on my webpage or will be there as soon as possible.

You can visit the P&P webpage at <http://pairc.com/pnp/>. You will always find the latest publically available version there, as well as any patches and news or information. I plan on posting P&P addons as they become available as well.

## Getting Upgrades

You can check the P&P homepage at <http://pairc.com/pnp/> to find out if a new version of P&P has been released, or get other patches, addons, or news/information. If you're experiencing a bug, try visiting the page to see if a patch has been released that solves the problem you are having.

See [/patch](#) for information on installing P&P patches once you download them.

If a new version of mlRC has been released, expect a patch to solve any problems soon afterwards, and possibly an entirely new version later.



## Getting P&P Addons

Over time, myself as well as other scripters will release addons specifically for P&P that add features and functionality. Some may be addons that a large number of users will want, some may be more specific in target and only be desired by a few. The P&P homepage (<http://pairc.com/pnp/>) will always contain all the P&P addons known of and approved by the author. If you have addons of your own for P&P, feel free to submit them to me so I can put them up there for everyone to use!

See [/addon](#) for information on installing P&P addons once you download them.

## Future Versions

I do not know if I will be releasing any major upgrades to P&P in the future. I plan on releasing patches and addons to improve P&P, however full upgrades may not be as common. I do have a lot of things I still have not implemented. I'd like to rewrite it yet again to try and make it more efficient, but it's getting to the point where it's more of a laborous task than an enjoyable hobby, so we'll just have to see how things work out.

Although I have a long list of ideas for P&P features and addons, I'm not going to include it in here as I don't want people borrowing the ideas, and there isn't much need for people to know what I'm planning on when I may not even get around to it.

























# Version History







Changes made from previous versions will be listed.

## Version 3.20

Again, this was a maintenance release. Nothing major added, just a bunch of tweaks and bug fixes. There IS another full version in the works (4.00) but as this will not be available for at least another month to two months, I decided a quick release was appropriate.

The following items were fixed or changed-












-  All URLs updated to <http://pairc.com/pnp/>.
-  All e-mail addresses updated to [pnp@pairc.com](mailto:pnp@pairc.com).
-  Tested with mIRC 5.41.
-  Startup/install routines made less prone to minor screwups; First time install routines had many weird bugs removed.
-  Addressed issue of `***.domain.com` addresses on WebChat.org
-  Addressed problem of adding self to userlist; solves problems with virtual mode and IP hiding on various networks
-  Titlebar now shows count of regulars in channel correctly again.
-  Updated e-mail addon included with main script.
-  Country codes addon built-in. (option to show/hide in whois display options)
-  Updated server popups in Status Window.
-  Removed `/rad`. (screen size is auto-detected)
-  Removed `#group` list from integrity check (prevents errors of `/enable: insufficient parameters` on connect/startup.)
-  No need to manually set your Operating System (OS) now.
-  All previous patches from 3.14 incorporated. (abcd plus nrsvt)
-  Option to halt WAV/MID if another WAV/MID is playing. (in sound configuration)
-  Option (in misc. options) to use DALnet popups and features on all networks.
-  Properly shows DALnet anti-mass-message error.
-  VERSION flood protection tightened.
-  X/W now requires a password when adding users, and requires use of modinfo password instead of rempass; these changes taken into account in X/W popups.
-  Low CTCP flood protection no longer listed as No CTCP flood protection.
-  Addressed some possible mIRC GPF bugs from custom windows.
-  Addons and patches now work in directories with spaces.
-  Can type `/patch d`, for example, to only scan the D: drive for patches.
-  Addressed issue of GlobOps/LocOps/etc. not being shown properly. (server notices)

-  Reindexing your sounds will not give a /writeini error now.
-  When you play a SOUND in a DCC, it doesn't look all messed up anymore.
-  Fixed channel clone protection.
-  Fixed invalid channel DCC protection.
-  Fixed occasional /rline error when opening userlist/blastlist editor
-  Fixed odd display of sounds if you had bold or underline in your dark color setting.





## Version 3.14






























This was mainly a maintenance and minor feature release. No real "big" features were added, however a lot was tweaked, fixed, and improved to make the whole script feel a lot more "complete" and "solid" overall. I do not plan on adding many big features to the main script anyways, as this is what addons are for.

The following actual features were added-

-  Six options added to flash mIRC icon when it is not active and you receive incoming private messages. Icon will also flash when not active and a DCC chat opens, you are kicked, someone sends a file and you need to decide to accept it, or other important events.
-  "Clock" in Extras submenu of P&P Tools menu.
-  After a /dns you can use F10 to copy the address to the clipboard.
-  Window submenu added to @Whois/@Ping popups to remember the position of the window.
-  Option added to open most windows (@Whois, etc) as desktop windows.
-  /ew command to do an "extended whois" on a nickname.
-  When you receive a page, any logged messages for that user are shown in the pager window.
-  Userlist remembers a nickname to go with each userlist entry, as well as a "last seen" time. This is very helpful when trying to clean up or organize your userlist, or find out who a user is.
-  Userlist editor has features to group select all entries matching criteria you choose.
-  /mtn command to reset a channel's mode to +tn.
-  Can use /dcc/chat/send with a named address (IE port124.earthlink.net) and it will resolve and attempt to connect, or a nickname with a dot (IE .pai) and it will look up the user's address and attempt to connect. Both of these methods use mIRC's DCC server.

The following minor changes were made-

-  Minor improvements to display of most windows and display of dividers.
-  Separate fixed-width font no longer needed, instead nicer tabbed windows are used.
-  Config and other locations use a better method of requesting the user to select a directory.
-  If the away log is already open, CtrlF12 will close it.

-  DCC Incomplete works on files sent through mIRC's DCC Send dialog now.
-  "Misc" submenus renamed to "Extras".
-  All wrapped lines are indented to stand out better.
-  Special checks for VERSION floods removed now that mIRC handles this automatically.
-  When a feature opens multiple windows, closing one will close them all.
-  Pager ignores multiple pages from the same user in a 30 second period, and also ignores pages sent to a channel via CTCP. (IE /ctcp #anime PAGE)
-  You can specify a second parameter to /auth to specify the number of minutes to authorize for, and you will be told when the authorization time is up.
-  /cs command renamed to /ch to avoid conflicts with DALnet's /cs command.
-  On DALnet, secure services commands are now used.
-  You can use /cs/ns/ms to message ChanServ/NickServ/MemoServ. (This is built-in on DALnet but has been extended in P&P to work on any 'net with services.)
-  @Scan window has a "Close window" popup now.
-  @Error and @Quick Help windows close automatically if you switch away from them.
-  Express File Finder can now WinZip any number of files, delete filenames with spaces, and append to a file when saving the list of files.
-  Output from /user and /userscan commands made more informative and complete.
-  Added "all channels" to "list channels" popup, for use on networks not supporting /list >#.
-  P&P will handle mIRC's channel auto-rejoin better, performing auto events, not rerequesting channel info, and not displaying it's own rejoin messages.
-  "Chat to IP" and "Send to IP" popups added where appropriate. (nicklist, query, whois)
-  "User Central" and "Address book" popups added where appropriate. (nicklist, query, whois)
-  Updated DALnet and Undernet server lists in status popups.
-  Long filenames with spaces should work properly in pretty much all situations now.
-  /portup sped up significantly.
-  Sped up various parts of connection significantly, sped up disconnect and reconnect, last seen recording, and protection routines in general. Sped up notify display noticeably.
-  /save log now appends instead of overwriting.
-  Various new messages on DALnet display properly.
-  Alarms and repeated messages now tell you how to disable themselves, and setting multiple alarms or messages is now possible.
-  /\_popdal can now be used on non-DALnet networks to enable full ChanServ/NickServ/MemoServ support and popups.
-  Removed the following config options because they were not useful enough for their complexity- "match partial anywhere for nick completion", "delete duplicate whois replies"
-  Removed the following config options and made them always "on"- "scan for timed unbans and cancel when other user bans/unbans them", "match nick completion to notify list", "record files you fail to receive", "timestamp away log".
-  Various other minor internal tweaks, changes, optimizations, and fixes.

- Installation and first-time setup made more friendly and works better than previously if you install directly over a previous P&P; will also import settings properly from P&P 3.00 or 3.14 in addition to 2.60.































The following bugs were fixed-

- The @Ping window shows ping times correctly when configured to be sorted.
- Ping times no longer show as \$null under certain color schemes.
- Setting channel flood protection to 0 will disable it properly now.
- Port scan should show properly on EFnet and other nets.
- Channel key memory would not work on channels with + in their name.
- @Wallop and @Server Notice windows will not steal focus if set to open minimized.
- /ctcp NickName PING works properly now. (although using /ping is recommended.)
- Starting to set away but cancelling when asked for your pager setting will no longer mess up future away/back.
- Setting away and back really quickly no longer causes problems.
- Clearing the last seen database no longer gives an error.
- Recent sounds menu works properly with sounds that were not from your sound directories.
- Setting ChanServ mode lock via popups works properly now.
- Modified notify masks/notes will be used properly by the custom notify routines.
- /splay stop should work properly now.
- Filter op/etc commands fixed.
- Various errors will now display properly even if the server doesn't send the "standard" message.
- Unknown Channel CTCP protection can now be configured.
- /ff z:\ no longer shows files as in "z:\\"
- CD track info is no longer stored improperly. (was being stored one track too high)
- Errors when using /wallvoc fixed.
- Fixed away info sometimes being shown during a /finduser attempt.
- /kickstat nickname and /clrstat nickname (and via popups) now work properly.
- A couple minor bugs in nick retaking fixed.
- Many many bugs and unwanted quirks in nick completion routines fixed.
- Bug in e-mail autocheck where new message info was shown improperly fixed.

## Version 3.00

Too many things changed from version 2.60 for all the little things to be listed, and I wouldn't be able to

remember them all anyways, as it was a complete rewrite from scratch. (again.)

-  Express File Finder
-  Sound system- Custom file types
-  Sound system- Roulette window
-  Sound system- FKey control
-  Sound system- File descriptions
-  Nuke protection (portupper)
-  Addon and patch support
-  A much improved e-mail system
-  Color schemes
-  Nicer configuration system
-  Away logging
-  Channel-specific protection settings
-  DALnet support in popups and auto logins
-  More versatile automatic events features
-  Improved custom windows and display
-  Many new channel and personal protections
-  Faster last seen system that can set to record only known users
-  IRCop wallop filtering and many more server notice filtering options
-  Inline nick completion
-  Nick completion in almost every command
-  Commands that need user addresses will now look the address up if needed
-  Nicklist coloring
-  Kick stats
-  Improved notify system
-  CTCP reply editor
-  Nearly all P&P messages are configurable
-  All channel protections can be configured with any set of actions and messages
-  Color selection window
-  Click 'N' Color
-  Support for user-defined bots (botlist)

## Version 2.60

Features in previous versions are not listed as they would be somewhat of a waste of space. If you need to know all the features in P&P, browse the [feature reference](#).



# Scripting Info

Anyone who wants to use P&P's identifiers and aliases in their own scripts, or make P&P compatible addons, should read the info in this section.

Please, if you make a P&P-specific addon, please send it to me at [pnnp@pairc.com](mailto:pnnp@pairc.com) so I can include it on my P&P webpage for everyone to use. Make sure it is loadable using [/addon](#) on a clean copy of the script, and try to get all the bugs out first and include at least breif documentation.

Make sure you read all these subjects, especially the last two, if you are making a P&P specific addon.

More information is available on the following subjects-

[P&P identifiers](#)

[P&P aliases](#)

[How to make your addon interface best with P&P](#)

[How to write the .PPA \(P&P addon\) description file](#)

## P&P Identifiers

These are by no means all the internal identifiers in P&P, but these are the most commonly needed and useful ones. All internal identifiers start with `$_`. (the standard mIRC identifier symbol is a dollar sign, then all P&P identifiers have an underscore.)

### `$_s2p(string)`

### `$_p2s(string)`

`$_s2p` will convert all spaces in the string to "placeholders". `$_p2s` will convert all "placeholders" back to spaces. A "placeholder" is `$chr(128)` and looks like a box, and can be produced with `Ctrl+BackSpace`. Since many times you cannot have spaces in parameters, this is used a lot.

### `$_s2f(string)`

### `$_f2s(string)`

`$_s2f` will convert all spaces in the string to "fake spaces". `$_f2s` will convert them back. A "fake space" is `$chr(160)` and although not treated as a space, looks like a space in most fonts.

### `$_o2tf(string)`

### `$_tf2o(value)`

### `$_tf2yn(value)`

`$_o2tf` will convert a string such as "Yes", "No", "On", or "Off" into `$true` or `$false`. `$_tf2o` will convert `$true` or `$false` to On or Off; `$_tf2yn` will convert `$true` or `$false` to Yes or No.

### `$_ccdef(string)`

This will format a string containing colors and attributes so that, when displayed, it will not modify any current attribute settings in the line it is displayed in, except color which may be returned to default. For example, if the string contains bold and underline codes, and you display it in the middle of a line, the bold and underline will end where the string ends.

### `$_i(number)`

### `$_j(number)`

`$_i` will increase a number, IE return the number plus one. `$_j` will decrease it, returning the number minus one.

### `$_vi(var)`

### `$_vd(var)`

`$_vi` will increase the given variable and return the new value; `$_vd` will do the same for decrease. Do not include the % in the var name. Good for loops. For example, "if (`$_vd(var)`) > 0) goto loop" will decrease %var, and if still greater than zero, loop.

### `$_p(num1,num2)`

Returns the percentage num1 is of num2, with up to two decimal places and a percent sign. For example, `$_p(3,9)` will return 33.33%.

### `$_lchop(num,string)`

### `$_rchop(num,string)`

Returns the string with the given number of characters chopped off of one side. `$_lchop` returns the left portion, chopping off the right. `$_rchop` returns the right portion, chopping off the left.

### `$_lpad(num,char,string)`

### `$_rpad(num,char,string)`

Returns the string padded to the given total length with the given character. `$_lpad` pads on the left, `$_rpad` pads on the right.

### `$_fixmask(mask)`

Takes a mask or partial mask and returns it in normal `*!*@*` format. For example, `$_fixmask(*!*test)` will return `*!*test@*`.

#### **\$\_ppmask(nickname/mask,level)**

Returns the `$mask` for the given nickname or address at the given address level. (levels are the same as for `$mask`) However, this has many advantages over `$mask`, some of which include getting the proper toplevel domain more often and replacing invalid characters in the identd with `?'s`.

#### **\$\_col2text(color)**

Returns a text string describing the color/attribute code(s). For example, if you included a string that was `^K5^B` (bold red) you would get "bold red".

#### **\$\_dynpop(value)**

If value is true, returns a little marker, otherwise returns a blank "fake space". Used in dynamic popups to show whether an option is enabled or not.

#### **\$\_isopen(window)**

Returns `$true` if window (=chat, nickname, #channel, @window) is open, or `$false` if not.

#### **\$\_ischan(string)**

Returns `$true` if string is a channel (starts with `+&#`) or `$false` if not.

#### **\$\_ismask(string)**

Returns `$true` if string is a mask (contains a `!`, `@`, `*`, or period) or `$false` if not (usually a nickname.)

#### **\$\_getnicks(channel,mask,type)**

Gets all nicknames (separated by spaces) on the channel that match the given mask and type. Mask is optional and defaults to all users. Type is optional (if included, mask must be included) and can be one or more of `"o"` `"-o"` `"not"` and `"xw"`. (to use multiple, append them together.) `o` means only include opped nicks; `-o` means only include nonopped nicks. `not` means do not include yourself; `xw` means do not include X or W on Undernet.

#### **\$\_getchans**

Gets all current channels, separated by spaces.

#### **\$\_numsend(nickname)**

Gets the number of files currently being sent to a user via DCC.

#### **\$\_keys(channels)**

Gets the stored keys for one or more channels, separated by commas, used for joining channels.

#### **\$\_getmsg(category,name)**

#### **\$\_finalmsg(string)**

`$_getmsg` gets an internal P&P message, in the category and name specified. (see config.ini for categories and names, for example, Misc/NickComplete) It will automatically replace `&col1&`, `&col2&`, `&me&`, `&ver&`, and any counters. Use `$_finalmsg` on a string to replace P&P's inline `$identifiers$` right before using the message.

#### **\$\_fixmode(modes)**

"Fixes" a mode string so each mode character is prefixed. For example, modifies `+tn-il+s` to `+t+n-k-l+s`.

#### **\$\_patch(channel)**

If the channel does not already have a `+` `&` or `#` as it's first character, a `#` is prepended.

**\$\_size(num)**

Returns the number in bytes, kb, or meg, depending on how large it is.

**\$\_renlogfile(nickname/channel)**

Returns the log file name (without directory) for the given nickname or channel.

**\$\_nickcomp(partial,channel)****\$\_nickglob(partial)****\$\_nickcseries(token,channel,partials)****\$\_nickseries(token,partials)**

Performs nickname completion for a partial nickname. The forms that require a channel only complete on that channel, the other forms complete globally, including the notify list if that option is enabled. \$\_nickglob and \$\_nickseries will not perform if nick completion within commands is disabled. The series versions take a token, and replace all partial nicknames in the series that are separated by that token. For example, \$\_nickseries(32,a b c) will return the nick complete for a, b, and c, still separated by spaces.

**\$\_stripc(string)****\$\_stripout(string)**

\$\_stripc strips colors, and only colors, out of the given string. \$\_stripout will strip out colors and/or attributes, depending on the global stripping settings for P&P messages. (or none if no settings are enabled for automatic stripping.)

**\$\_center(width,height,type)****\$\_winpos(top,bottom,left,right)**

Used for custom window positioning. \$\_center returns the X and Y position needed for a window to be centered if it is the given width and height. Type is blank for normal, "d" for a desktop window. Example of usage- /window -l @Test \$\_center(200,200) 200 200

\$\_winpos returns the X and Y position and size for a window, given the position you specify. Each parameter is the number of pixels you want as padding on each side, or a percentage of padding. For example, /window -l @Test \$\_winpos(50%,10,10,10) will position the window covering most of the bottom half of the screen, with a 10 pixel padding on each of the other edges.

# P&P Aliases

These are not all the internal aliases in P&P, but are the most useful and needed ones. All internal aliases start with `_`. (an underscore.)

## **`_timersinc delay var amount`**

Increases the variable by the specified amount, then unsets it after the delay is over. Do not include the % with the variable, for example `/_timersinc 15 test 100`

## **`_progress.1 title`**

## **`_progress.2 percent title`**

Used to create progress meters. `_progress.1` opens the meter with the given heading. `_progress.2` displays the bar for the given percent (1 to 100, no decimals or %) and shows the string given as well. To close the meter use `/window -c @Progress`.

## **`disp string`**

## **`dispa string`**

## **`disps string`**

## **`dispr window string`**

Displays a string as a P&P event. `disp` displays to the default window, `dispa` to the active, `disps` to the status, and `dispr` to the given window unless it is not open, then it is displayed to the default window.

## **`_alert title string`**

Displays an "alert" (intended to catch the user's attention) and puts the given string in the titlebar. (one word, for more, use `$_s2p()` on the string)

## **`_title string`**

Displays the given string in the titlebar for about 16 seconds.

## **`_qc nick ctcp`**

## **`_qcr nick ctcreply`**

Sends a CTCP or CTCP reply to the user, quietly without displaying anything.

## **`_privmsg nick msg`**

## **`_qnotice nick msg`**

Sends a msg or notice to the user, quietly without displaying anything.

## **`_error msg`**

Displays an error message in a popu window and halts all script processing.

## **`_massmode channel mode targets`**

Performs a mass mode change on the given channel. The mode should be one of `+b`, `-b`, `+o`, `-o`, `+v`, or `-v`. The targets is a list of targets to perform the mode change on.

## **`_pentry command/default question`**

Prompts the user with the question, then calls the command with the given answer. If you want a default value listed, concatenate it onto the command after using `$_s2p()` on it, seperated by another placeholder (`$chr(128)`) For example, `/_pentry command $+ $chr(128) $+ $_s2p(default value) What is your answer?`.

## **`__lookup nickname type commandstart , commandend`**

Looks up the address of nickname on IRC, returning a mask in the given format (type is either a \$mask number or ! for the full unmodified address.) The command called once the address is looked up is "commandstart" then the address then "commandend". For example, `"/_lookup`

misspai 3 perform this , command now" will look up misspai's address and then perform "perform this \*!\*goddess@\*.earthlink.net command now". If the address of the user cannot be found, a note is displayed and no command is performed.

# How To Interface Your Addon Best with P&P

Although all normal scripting methods should work to some degree with P&P, there are some things you should keep in mind to make your script best work with P&P while minimizing the amount of work you have to do.

Since P&P reacts to almost every event, ctcp, raw, and inputted text, you may want a way to tell P&P to not do anything for a given event. All of these triggers halt display for exactly one and only one event- the next event you will have to set them again as they are automatically unset.

To prevent P&P from displaying anything for a CTCP or CTCP reply, set `%.+disphalt` to `$true`. Internal flood checks will be performed but no reply or display will be made unless a flood is detected. This does not apply to SOUND or OPME/HELP/PASS CTCPs, they will still be run.

To prevent P&P from displaying anything or performing any code for a raw event (such as whois or who replies) enable the group `#_rawhalts`. (`.enable #_rawhalts`)

To prevent P&P from interpreting any on input events, enable the group `#_inputhalt`. (`.enable #_inputhalt`)

P&P also automatically unsets various categories of groups and variables automatically. If you use these formats, make sure you really want them unset automatically at the stated time.

Variables beginning with `%. (dot)` are automatically cleaned whenever scripts are not processing. Use them for temp variables that do not need to live beyond a single event. For example, `%.temp`.

Variables beginning with `%- (dash)` are automatically cleared when you connect to IRC. For example, `%-user.address`.

Variables beginning with `%_ (underscore)` are automatically cleared when you restart mIRC. For example, `%_event.key`.

Groups beginning with `#+` and `#-` are automatically enabled and disabled, respectively, when you connect to IRC. For example, `#+defaultevents` and `#-specialevents`.

Groups beginning with `#^` and `#_` are automatically enabled and disabled, respectively, when you restart mIRC. For example, `#^defaultbehavior` and `#_checkingstuff`.

Do not use groups beginning with `#=` or `#@` as they are used internally for special purposes.

You should probably start all variables with a unique key, such as `%mad.varname`, so they have little chance of conflicting with internal P&P vars or other scripts.

A few other things are worth keeping in mind when writing P&P addons.

Timers 900 through 950 are reserved for P&P, and 800 through 899 are used for alarms and repeated messages and such. Timers 951 through 999 will never be unset automatically, even when a `/timers off` is issued, so you can use these for timers of your own if needed. (pick a number randomly to try and avoid possible conflicts with other addons.)

Try to fit everything in one file, if it is less than 30k. Remember that you can use "menu" to create popups and "alias" to create aliases in a remote file, so only one is needed.

Don't add too many popups. If possible, only add one popup (with as many submenus as

needed) to one or two popup sections. The popups shouldn't be strung out more than needed.



# How To Write the .PPA Description File

All P&P specific addons include a .PPA file that tells P&P how to install it and manage it, to simplify installation for both the user and the addon scripter. Other than this file, you do not need to write ANY installation or uninstallation routines if you do not want to. An ON LOAD event can still be used if you wish, to run procedures upon installation.

A .PPA file is simply a renamed INI file with three sections, [addon], [files], and [notes].

[files] contains a list of all files that must be loaded for the addon. Each entry (in numerical order) lists a file to be loaded. For example-

```
[files]
1=myaddon1.mrc
2=myaddon2.mrc
```

This would tell P&P to load those two files for the addon. Most addons will only have one file to be loaded.

[notes] contains a list of notes that will be displayed when the user asks for information on the addon. Each entry (in numerical order) is a line in the notes. Use a dash or other small character instead of blank lines. For example-

```
[notes]
1=This addon is neat.
2=-
3=It really is.
4=Don't you believe me?
```

The [addon] section contains all other information on the addon. A few fields are required; the rest are optional. All possible fields are listed in the following example-

```
[addon]
name=My addon name
author=my name or nickname
version=1.00
url=http://www.addons.com/my.addon.homepage.html
email=my@email.address
code=addon.code
id=addonID
ppver=3.20
vars=%tobeunset.*
ini=sectiontobeclear
config=config_alias
unload=unload_routine
help=help_routine
```

The fields in bold are required. The rest are optional.

"name" is a descriptive name for your addon and is required.

"author" is your name, handle, nickname, etc.

"version" is the version of your addon, for display purposes only.

"url" is your addon's homepage if any.

"email" is your e-mail, if you wish to include it.

"code" is a string (no spaces!) added to the version reply to state that your addon is loaded.

Keep it short, under 10 characters or so.

"id" is a code used internally (no spaces!) to represent your addon and is required. Keep it highly unique. (for example, FileAddon357)

"ppver" is the version of P&P required for the addon, if any. You should probably put "3.20" here unless you have specifically checked and made sure it works on earlier versions such as 3.14.

"vars" is a list of (optional) variables to be unset when the addon is unloaded.

"ini" is a (optional) section in PP300\CONFIG.INI to be deleted when the addon is unloaded. You only need this if you write to PP300\CONFIG.INI to store addon settings.

"config" is a routine to call to configure the addon. If given, it will be available from the addon menu as well as automatically called when the addon is installed.

"unload" is a routine to call when unloading the addon. It should perform any cleanup and can abort the unloading process if you use "/window -c @Progress" followed by a "halt".

"help" is a routine to call to display addon help, if any. If given, it will be available from the addon menu.

Finally, here are two example .PPA files in complete, to assist you in creating your .PPA file. The first one is the .PPA file used for P&P's e-mail addon. The second one is good for copying and creating your own .PPA file.

```
[addon]
name=The Ultimate E-Mail Script
author=Karla Little (misspai)
version=1.00
url=http://pairc.com/pnp/
email=pnp@pairc.com
code=pp.mail
id=paimail1
ppver=3.14
vars=%email.* %^email.*
config=ecfg
unload=_emunload
[files]
1=uemail1.mrc
2=uemail2.mrc
[notes]
1=This addon represents what I feel is easily the best e-mail
2=script in existence. It's easy to use, supports any number
3=of accounts, any number of address books/mailing lists,
4=full carbon copy features, and a fairly easy to use e-mail
5=editor. With this installed I only use a regular e-mail
6=client if I need to download an attached file, because thats
7=about the only thing not supported.
8=-
9=To use it, simply browse the "e-mail" popups under the P&P
10=tools menu. You can also use F4 as a shortcut to check mail
11=or send the current e-mail. Help for this addon is included
12=in the main P&P help file.
```

```
[addon]
name=My addon
author=coolscripiter
version=1.01
url=http://home.earthlink.net/~coolscripiter/
email=coolscripiter@earthlink.net
```

```
code=my.addon
id=myaddon123
ppver=3.14
vars=%myaddon.*
config=cfg_myaddon
unload=cleanup_myaddon
help=mahelp
[files]
1=myaddon1.mrc
[notes]
1=This is my first addon.
2=Hope you enjoy it.
```

# Away System

Marking yourself as "away" is used to tell other users on IRC that you are not paying attention to IRC for one reason or another. Your /whois will show that you are away, and anyone trying to /msg you will get the away reason as well.

## Setting yourself away

To mark yourself as away, use the /away alias or press F12. You will be prompted for a reason, and depending on your away configuration, you may or may not be asked for your pager and/or logging setting(s).

Your away reason will be said in all open channels and DCC chats, and you will be marked as away. To return from away, use /back or press F12 again. The fact that you have returned will be made known, along with the amount of time you were gone.

## Quiet away and back

If you want to set yourself away or back quietly, without advertising this fact in channels and DCC chats, use /qa and /qb, or ShiftF12. You will be marked as away or unmarked as normal, but nothing will be said in channels and DCC chats.

## Pager

When you are away, unless set otherwise, your pager will be enabled. People can send you a CTCP of PAGE (with an optional message) and your computer will notify you that you were paged and by whom. If configured, a paging sound will play as well.

## Logging

When you are away, unless disabled, your away log will be enabled. Messages people send to you, events concerning you (such as kicks and ops), etc. will be recorded and logged for you to view when you return. Messages said in channels that contain words you have specified can also be logged, as can opnotices and other types of events.

Channel messages will be logged if they contain any awayword or any word in mIRC's highlighting options, (Alt+O, Perform) whether or not either of these features is actually enabled.

Press CtrlF12 (or use /awaylog) to view your most recent away log. You can right click to access options to separate the various types of events into separate windows for easier viewing, or double-click on a private message to open a query window with that user and everything they said will be in there automatically.

## Away nickname

If you want to automatically change to a nickname (such as PaiAway) when you set away, and change back when you return, you can configure this in away system configuration, under misc. options.

## Repeating away message

Although they are strongly discouraged, if you want a repeating away message, you can set this up in away system configuration, under misc. options.

## Auto away

By default, P&P automatically sets you away if you don't do anything for 15 minutes, assuming you are not paying attention. You can change this delay or disable this feature (by using a delay of 0) in away system configuration.

## Away words

If you want, P&P can automatically send a notice to users who talk to you in a channel when you are away, reminding them that you are in fact away and may not see the message. In away system configuration, under away words, you can define the exact words that will activate this feature. Punctuation is ignored, but otherwise the word must match exactly, for example "pai" will not match "misspai" or "pair", only "pai". You must also enable this feature.

Only one notice will be sent to any given user.

# Sound System

P&P's sound system allows you to easily play various types of sound files (MP2, MP3, WAV, MID, or any type you define yourself) locally or over IRC, and includes various searching and other features as well.

## Configuration

Although most of the settings should be set properly (with default values) during first-time installation, you may want to go into sound system configuration and change the settings.

## Playing a sound

To play sounds, there are many methods of selecting which file to play. You can use the popups in the PP Tools menu, or use various commands. /mp, /wav, and /mid will allow you to select a file of that type to play. /randmp, /randwav, and /randmid will select a file randomly to play. You can also drag and drop the file from Explorer. F5 and CtrlF5 also play random sounds.

When another user plays a sound you own, you will play it as well if you are configured to do so, and the sound will be shown in a different color.

## Finding and listing sounds

To find a sound file, specify a search pattern or words after the alias. For example, /wav hello will find a WAV file with "hello" in the filename and play it. If more than one exists, either one will be selected randomly, or a window with all matches will open, depending on your configuration.

To force the window to open, use a ? like so- /wav ?hello. To force a random selection without the window, use a ! like so- /wav !hello. These override the default behavior in configuration.

## Playlisting MP files

To playlist a number of MP files at once, use the /playlist command, or press ShiftF5. 40 random files will be selected (or less if you own less) and played, without any further commands needed.

## Sound FKeys

Press F9 to enable FKey control for sounds. The titlebar will list the new keys activated, and you can now easily access the various sound commands with a single keypress. Press F9 again to disable this mode.

## Repeating and deleting

/rsound will repeat the most recently played sound file, and /dsound will delete it.

## Custom file types

P&P only includes support for MP2, MP3, WAV, and MID, but you can easily add any type you want to this list. Simply go into configuration and select "add/remove/edit custom file types". From there you can add new types, then edit their settings. In settings for a new type, you can define a player, or use the default player from Explorer associations. You can even assign multiple extensions to a single file type.

These file types are supported in nearly every P&P sound feature. Use /z to play them, and /zrand to play them randomly. (or use F9 and access them from sound fkeys.)

## Describing files

You can configure P&P to automatically ask for a description when you play certain sound file types. The description will then show whenever you play the file. You can also use /desc to describe the last file you played, and /cdesc to clear the description for the last file you played.

## AutoGet

P&P can be setup to automatically request files from users when you don't already own the file. This can be configured in [sound system configuration](#). You can specify the types of files you wish to request, how to request them, and whether to remember a user's leech command for future use.

You can also use the [/autoget](#) command to manually set a user's leech command or disable autoget on a user-by-user basis.

If you have this option enabled, you should make sure you are either playing files of the types you are requesting when others play them. Also make sure you have the download path for those files in your sound directories, so when you do leech a file, P&P can find it next time so you will not request it again.

## Leeching

You can have P&P automatically offer your sound files for others to request. Set up a !leech command in [sound system configuration](#). You can set what types of files to offer, whether to advertise your command when you play a sound, and who is allowed to request your files.

# Notify Features

P&P adds a lot of functionality to mIRC's notify features.

## Notify display

Configure where your notify displays (and other notify options) in [notify configuration](#). You can have it show in status or active window. (or not at all.) Users joining IRC are shown in the color of channel joins, and users leaving IRC are shown in the color of channel quits, so they can be easily distinguished.

You will also be told if the user is away or not when they join IRC, and how long they were on IRC when they leave. If extended notify is displayed (as determined in [notify configuration](#)) the user's address is shown as well.

## Notify FKeys

When a user joins IRC, you can press [ShiftF1](#) to open a [/query](#) with the user, or [CtrlF1](#) to [/whois](#) them. When they leave IRC, [CtrlF1](#) will [/whowas](#) them, and [ShiftF1](#) will attempt to [/finduser](#) them.

## Address checking

You can have P&P check the address of a user, and if it does not match, shown extended info or even hide the notify altogether. To give a user an address, enter it as the first word of the notify note, as an address [mask](#). For example, Pai's note might be `"!*goddess@*.earthlink.net This is her note."` Then, when pai is on IRC, her address will be matched against that one, and if not match, you will be told. Depending on your [notify configuration](#), you may get extended info, or the notify event may be hidden altogether.

## Notify by server

If you want a user to only show up on your notify on certain servers, add a \$ to their address check [mask](#) (see above) and follow it with a mask for your server, or the network name. For example, Pai might have `*!*goddess@*earthlink.net$undernet`, or `*!*goddess@*earthlink.net$.dal.net`.

When the user joins IRC, if you are not on a matching server, the notify event will not show. It matches your server, not theirs, but this should usually not make a difference.



# File Management

P&P contains features to help you find and manage your files. Even though this traditionally isn't an area scripts cover, I use these features all the time, as they are often much more convenient than going into DOS or Explorer.

## Express File Finder

Using the PP Tools menu or the /find command, you can open up a window listing files matching a filespec, containing search words in the filename, or located in a certain directory.

For example, /find \*.txt would find all text files; /find d:\ would list all files on the D: drive; /find hello would find all files with "hello" in the filename, etc.

Once in the window, double-click to perform the action listed at the top, or select files and right-click for various options. See the @Express popups for more details.

## Log files

Some aliases are available for quick log file viewing and management. /vlog will view the log for the current window, or you can specify a nickname or channel and view that log. /dellog will delete the log for the current window, or you can specify a nickname or channel and delete that log. /savelog will save the current window's buffer and immediately begin logging to the same file.

You can also use the logging popups in any window's Extras menu or the log popups in the PP Tools menu under Files.

## Explore popups

The PP Tools menu, under Files, contains a series of popups for quickly opening Explorer to a certain directory defined somewhere in mIRC or P&P.

## Recent files

You can use /rec to run, edit, or play the most recently received file. (via DCC.) /rec will run it, /rec e will edit it in your default text editor, and /rec p will play it to the current window as a sound file.

## DCC INCOMPLETE support

This feature allows people to request files that were not completely sent, and is most easily used between two users of P&P. See /dcc for more details on this feature.

## Quick notes

Type /notes to edit notes.txt in your mIRC directory, good for making quick notes of things.

# Personal Protection

P&P contains a large number of features designed to protect you from nearly any form of IRC or Internet attack. See [protecting yourself](#) for more details on these features.

## CTCP flood protection

Although not nearly as common as they used to be, P&P will still protect you from any [CTCP](#) flood if you are attacked with one. The flood protection methods used are undefeatable while still allowing normal [CTCP](#) requests to get through unhindered.

[\(more information on CTCP flood protection\)](#)

## DCC floods and attacks

Again not as common as they used to be, P&P will protect you from any attempts by a user to flood you with DCC requests or send you invalid DCC requests.

P&P also has many options to allow you to automatically accept DCC requests from users you know or authorize, while automatically rejecting those from people you don't want or don't know. See [DCC options](#) for more details on these features.

[\(more information on DCC attacks\)](#)

## Nukes and other DoS attacks

P&P contains protection from many other [Denial of Service](#) attacks, and this help file contains extensive documentation on them as well. (See [protecting yourself](#))

Some attacks that are covered-

[ICMP ping](#) (ICMP echo)

[Nukes](#) (ICMP unreachable, CLICK.EXE)

["SSPing"](#) (fragmented ICMP echo)

["Winnuke"](#) (OOB data, usually port 139)

Select one of the above topics to learn more about how you can protect yourself from these attacks, or view one of these aliases: [/arp](#), [/netstat](#), [/portup](#), [/ports](#).

## Invite floods/annoyances

P&P will automatically ignore invites if you are receiving too many (they can be the ultimate in annoyances) and also automatically verifies that a channel exists when you are invited to it. You can then press [F10](#) to join the channel you were invited to.

## Message and notice floods

Unlike many scripts, P&P does not automatically ignore users for too many messages or notices, as this has too much potential to ignore innocent users, annoying both you and them. If one user is sending too many messages or notices, either use popups to ignore them, or press [CtrlF9](#) to ignore everything for a brief time.

P&P does contain protection from too many separate nicknames sending you messages and opening a ton of query windows, however. P&P can also be set to remind you about [CtrlF9](#) if you are receiving a large number of notices. Both of these options are enabled in [personal protection options](#). The default values for these are 5 new query windows in 5 seconds, and 25 notices in 5 seconds.

## Ban protection

Although very reliant on certain conditions, P&P can sometimes protect you from being banned

from a channel. First, you must also be opped on the channel. Second, the user banning you has to set the ban **before** deopping or kicking you. Third, P&P has to react in time before you are kicked, so if you are lagged or the other user is quick, this may not work.

If conditions are right, however, P&P will unban you and deop and kick the offender. It doesn't happen often, but when it does, it's a rather nice feature to have.

### Quick avoidances

If you are being annoyed or flooded, and want to ignore it, you have many quickly-available options. Pressing CtrlF9 will ignore all notices, invites, private messages, CTCPs, and colors; press it again to cancel the ignore. You can also use /rn to change to a random nick and /urn to undo this random nick.

### Quick ignore

The query window popups contain an ignore submenu, for quickly and easily ignoring a user if they are being lame or annoying.

### Unsolicited ignore

P&P can be configured (off by default) to ignore messages from users who are not recognized and are not on a channel with you. This isn't usually needed, but can be useful for avoidance purposes at times. Enable and configure this option in personal protection settings.

# Channel Protection

P&P contains many features to protect your channels from unwanted attacks and annoyances. See [protecting yourself](#) for more details on these features. All channel protections are configurable using [/proteedit](#).

## Configuration

All of the below settings can be enabled, disabled, or configured using [/proteedit](#). If you type [/proteedit](#) by itself you will configure global settings for all channels. If you type [/proteedit](#) followed by a channel, you will configure settings for that channel, which override the global default settings.

Once in the editor, select an option and right-click to disable or set to default, or double-click to edit. You can then edit the settings (IE what activates the protection) and what will be done when the protection is activated (kick, ban, etc.) You can assign multiple actions, and each one will be performed in sequence if someone activates the protection multiple times within a given period of time. (For example, user is kicked, they return and repeat offense, user is banned.) You can even configure the kick messages used.

## CTCP flood protection

Although not nearly as common as they used to be, P&P will still protect your channels from any [CTCP](#) floods by kicking and banning users who flood.

P&P can also be setup to take action against users who send invalid or any DCCs to the channel. Action can be taken on the first DCC, or only if multiple ones are detected.

[\(more information on channel CTCP flood protection\)](#)

## Text floods

P&P will take action against users who send too much text to the channel quickly. Text floods are detected both from too many individual lines, and too many total characters regardless of number of lines. Actions and regular text both count towards the same flood counters.

Floods are also detected from too many channel notices or opnotices.

[\(more information on channel text flood protection\)](#)

[\(more information on channel notice flood protection\)](#)

## Caps abuse

If setup to do so, P&P will take action against users who use too many capital letters in their text. This can be detected either from total number of caps in a number of seconds (regardless of number of lines) or from percentage of caps in one line. Both actions and regular text are counted.

[\(more information on caps abuse protection\)](#)

## Attribute abuse

P&P can be setup to take action against users who use too many color codes and other formatting. This can be detected either from total number of codes in a number of seconds (regardless of number of lines) or from number of codes in one line. Both actions and regular text are counted.

[\(more information on attribute abuse protection\)](#)

## Repeating

P&P can be setup to take action against users who repeat the same line of text. The protection will only activate once the user repeats themselves a given number of times, although the line repeated does not have to be the same each time. Both actions and regular text are counted.

[\(more information on repeat protection\)](#)

## Lame channels, lame words

P&P can be setup to get rid of users who say certain words or are in certain channels. This could be anything from cussing to age/sex/location checks, sex channels teen channels, whatever you wish to setup.

[\(more information on lame channel detection\)](#)

[\(more information on word kicks\)](#)

## Clone detection

P&P will detect clones as they join the channel, and can automatically warn the clones, and take action if too many are detected. The number of clones for a warning and number for action can be separately configured.

[\(more information on clone protection\)](#)

## More clone control features

P&P can be configured to automatically scan for clones when you join a channel, as well. Enable this in [channel options](#). Whenever you join a channel, P&P will warn you if any clones are detected.

You can also manually scan for clones at any time using [channel popups](#) or the [/clones](#) command. You can then use these popups or the [/clrc clones](#) command to have P&P kick (and optionally, ban) all clones on a channel.

## Other floods

P&P can also protect from a number of other "floods" in a channel- Nickname change floods, join/part floods, topic change floods, and mode change floods. (mode change flood detection does not count user modes such as ops and bans.)

[\(more information on topic/mode flood protection\)](#)

[\(more information on nick flood protection\)](#)

[\(more information on revolving door protection\)](#)

## Trout abuse

P&P can be setup to kick users who use that annoying default mIRC slap, "\* NickName slaps Victim around a bit with a large trout". Silly thing to "protect" from but it's a silly thing to begin with. Simply enable Trout Abuse protection in your channel protection configuration.

## Invalid identds

[Identds](#) are only supposed to contain certain characters- letters, numbers, and certain punctuation. (dash, dot, underscore.) Anything else shouldn't be allowed, but sometimes users get on IRC with these invalid [Identds](#). The main annoyance with this is when they stick control codes, colors, etc. in their [Identds](#), messing up everyone's join display, etc. If you don't want such users joining your channel, enable Invalid Identd protection in your channel protection configuration.

## Takeover prevention

P&P contains many ways to help prevent takeovers. For servers without split-riding protection, P&P contains two methods of preventing users from getting opped by a server on a net-merge. P&P can also punish users for kicking or deopping too many users. P&P can attempt to stop users from purposefully desynching the channel, and finally P&P can be set up to protect individual users, so that if someone deops, bans, or kicks that user, you take similar action against them.

[\(more information on serverop protection\)](#)

[\(more information on mass kick/deop protection\)](#)

[\(more information on desynch protection\)](#)

[\(more information on user protection\)](#)

## Keeping modes and topics the way you want them

P&P can automatically enforce modes and topics, so that if a user changes the mode or topic, you will automatically change it back. You can also set P&P to automatically set a certain mode or topic when you become opped, or if you join the channel and are the only user. These modes and topics will not be enforced if someone changes them.

See [/strict](#) for more details on setting these automatic modes and topics.

## Kick on Ban

Although usually disabled, P&P can be set to kick any user who becomes banned. Ops will not be kicked, and bans from a server or non-opped user (in cases of desynch) will not be enforced. Enable this option in channel protection configuration. ([/proteedit](#))

## Protecting ops and voiced users

P&P can exempt ops, and optionally voiced users, from triggering your protection settings. Enable protection for one or both of these types of users in your channel protection configuration, or by right-clicking in the channel, under Protection. (right-clicking in a channel changes the setting for only that channel.) Once enabled, ops and/or voiced users will not be automatically punished for most floods, such as text, nick, notice, etc. They will still be checked for mass deops/kicks, topic and mode floods, etc.

## Quick disable

If some form of protection is causing a problem, you can quickly disable one category or all protections by right-clicking in the channel and looking under Protection. Once you have fixed your settings or the need to disable it has passed, you can reenable it in the same location. These quick-disables only activate for the channel you select them in, so other channels' protection will not be compromised.

## Whois on join

P&P can be configured to automatically [/whois](#) any user who joins a channel. Optionally, this whois can be only performed if you are opped. The whois by default is shown in the channel the user joined, but you can change it to appear according to normal whois settings in [general channel configuration](#).

Enable whois on join by right-clicking in the channel, under Protection. This will change the setting for that channel only. You can change it for all channels using [/proteedit](#). [/proteedit](#) also lets you set a maximum user level, above which, users will not be whois'ed. This is useful so you don't bother to whois users you already know.

## Multiple actions on protection

Each option in [/proteedit](#) can have any number of actions assigned to it, and each one will activate in turn if a user continues to activate the protection. For example, you could kick on the first offense, tempban on the second, and straight out ban on the third.

Two settings in the lower half of /protedit set delays that help determine when to use each action. The first setting, "Time before next action is active", is a short delay that must pass after the protection is activated, before the next action will be considered. This is useful in case you are lagged or for some other reason, the action taken does not immediately stop the abuse. It also prevents you from having all the actions set off at once. This should be a low value, three to six seconds or so.

The second setting, "Time before resetting to first action", is much more important. It determines how long, after the most recent activation, the next action will be considered. For example, say this is set to 300 seconds (the default setting) and a user activates a protection that kicks on the first offense. The user is kicked. If the user repeats the same offense within 5 minutes (300 second) the next level of action, perhaps a ban, will be used. The actions used are configured for each protection seperately, as stated above.

### Desynch detection

If at any time, P&P detects a channel is desynched when you try to perform a mode change or send text to the channel, you will be alerted to this possibility. There isn't too much you can personally do about one, but at least you will know. When a channel is desynched, it appears differently (different modes and/or users and/or ops) on different servers. Because of this, you may try to set a mode, but another server will reject it because you are not opped on that server. Or, you may try to talk, but another server will reject your text because, on that server, you aren't on the channel.

# CD Player

P&P contains features to edit info on your CDs and play them via CDPlayer. You can also "play" them to a window so everyone knows what you're playing, but they won't be able to hear it. (even if they were to own the same CD.) See /cd for more info on CD commands.

## Selecting a CD

Whenever you insert a CD, you must press F3 to tell P&P that a new CD has been inserted, so it can scan it and know what is on it.

## Editing CD info

Once a CD has been inserted, use /cdedit and you can edit the title, artist, and track titles. This information will be remembered, so next time you insert the same CD, P&P will already know what is on the CD.

## Playing the CD

Use /cdplay to play the entire CD, or follow it with a number to play that track. If you specify a number, you can also specify a window to play it to that window, or anything else (a period, a dash, etc.) to play it to the current window. Examples:

**/cdplay** plays the CD starting at track 1.

**/cdplay 5** plays track 5 of the CD.

**/cdplay 5 !** plays track 5 of the CD to the current window. (! could be a dot, a dash, etc.)

**/cdplay 3 #anime** plays track 3 of the CD to #anime.

## Settings

You can use /cddrive to change the drive used for CDs, or /cdini to set the file used to store the CD info. This info can be stored in CDPLAYER.INI so Windows CD Player has access to it, or in P&P's own data file. The advantage of P&P's data file is that it is not constrained by the 30k limit that CDPLAYER.INI has.

You can also change these settings, and access all the CD player commands, from the PP Tools menu, under CD Player.



# E-Mail System

P&P contains full-featured e-mail capabilities. It's e-mail features include quoted replying, ability to get headers before viewing the mail, forwarding, carbon copy, and multiple address books and e-mail accounts. About the only things it doesn't support are file attachments and organizing and saving e-mail for later browsing.

**Note:** Before you can use any of the e-mail features, you must **install** the e-mail addon by typing /addon, double-clicking on the e-mail addon, and double-clicking on **install**.

## Setting it up

When you install the addon, or type /ecfg, you will proceed to configuration for your first e-mail account. You must define your e-mail servers for incoming and outgoing e-mail, your username, etc. You do not have to give a password; if you do not, you will be prompted for it when you check e-mail. See /ecfg for more details on configuring your e-mail settings.

## Checking e-mail

To check for new e-mail, press F4. (or use /echeck.) P&P will login and tell you how many messages you have waiting. Right-click on the window and select "Get headers" (or press F4 again) and P&P will tell you the subject, sender, and size of each waiting e-mail.

## Downloading e-mail

Once you've checked for e-mail, you can right-click in the window to download all e-mails, or select one or more listed e-mails and right-click to download just those. You can opt whether or not to delete the e-mails after downloading them- If you do not, they will remain on your e-mail server to be downloaded again (for example, with another e-mail client.) If you do, they will be deleted and the copy you are viewing will be the only copy left.

Once the e-mails are downloaded, you will see them each in their own window. You can right-click on an e-mail for various options.

## Replying to an e-mail

When reading an e-mail, right-click to reply to it, selecting a quoting option. You can also press F4 to compose a reply, and the entire message will be quoted unless you've selected part of it, then only that part will be quoted.

## More on e-mail composition

To compose an e-mail, read the above section for replying, or use /esend to compose a new e-mail.

Once in the e-mail editor, you can simply type lines to add them to the end of the e-mail. You do not need to hit Enter at the end of each line- lines added will wrap automatically; you only need Enter at the end of paragraphs or for blank lines.

To edit a line, double-click on it. To insert text, select the line, and type text normally to insert lines at that position. To resume entering text at the end of the text, right-click and select "Unselect all".

To change the subject or recipient, double-click on that line. Right-clicking and selecting "Send to" will bring up many other options for selecting the recipient(s). You can choose a recipient from a list of recently seen addresses, or from one of your address books. You can also send the e-mail to multiple recipients using Carbon Copy or Blind Carbon Copy.

Press F4 to send the e-mail, then again once it is fully sent to close it and the progress meter.

## Address books

P&P can keep lists of people you commonly send e-mail to, and you can use them to quickly send e-mail to one or all users.

To edit your address books, use /eaddr. You can add entries, create and modify books, etc. by double-clicking on options, or right-clicking and selecting options. When you receive an e-mail, you can add the sender to an address book quickly by right-clicking and selecting "Add sender to address book" under "Misc".

When composing e-mail, right-click and you can select the "Send to" menu and then "Address Book" to select a recipient from your address book. You can also select this from the carbon copy menus, and you can even send it to all addresses in a book by right-clicking in the book when prompted and selecting "Select all".

There is no limit to the number of address books you can have defined.

## Carbon copy

P&P can send the e-mail to multiple recipients using carbon copy, if you right-click and select this from the "Send To" menu. You can also select blind carbon copy- this will send to multiple users as well, the difference being that the recipients will not know who else received the mail.

## Multiple accounts

P&P can keep track of multiple e-mail accounts. Use /eacc to add, select, and delete accounts, or use the popups in the PP Tools menu, under e-mail. Each e-mail account has its own settings, but they all share the same address books.

There is no limit on the number of e-mail accounts you can have configured at any one time, but only the first 5 will be displayed in the popup menus.

## E-Mail auto check

P&P can be configured to automatically check for new e-mail at various times. Use the PP Tools menu, under e-mail, auto check, to configure when and how you want P&P to automatically check for new e-mail. Each account also has its own setting, in /ecfg, that determines whether to allow auto-checking for that account.

# Whois Enhancements

P&P provides a multitude of enhancements for /whois replies.

## Display them where?

P&P can be configured to display the whois replies to the active window, the status window, or a separate @Whois window to prevent them from cluttering up your other windows and provide easy access to other options.

This setting, as well as all whois reply settings, can be configured in whois display configuration. You can also configure other options for whois display, such as whether to show extended server info, and whether to hide or show the nickname on lines after the first.

## The @Whois window

You can use /tome to bring up the @Whois window (or select it from the PP Tools menu) and it will contain all whois replies you have seen this session. You can right-click on the @Whois window (or use the PP Tools menu if you are not displaying replies to @Whois) for an assortment of popups that allow you to perform various actions on the last user you whois'ed.

You can chat them, join channels they are on, or even change their user level or add them to your notify list, quickly and easily from this menu. Select "Copy" to copy a brief version of the info to the clipboard. Double-click on the @Whois window to close it and open a query window with the last user you whois'ed.

## Whois logging

If enabled, all whois replies are automatically logged to WHOIS.LOG, for future reference.

## Bring @Whois to front

Enable this option in whois display configuration and set whois replies to be shown in @Whois, for what is probably the best method of whois reply display. When you ask for whois info, it will show in this separate window, which will popup so you can see it. You can then press ESC or close the window and return to normal chatting, without having the reply permanently clutter up any windows.

## Extended whois

If you want to get a user's idle time, as well as make sure you have any away message that may have been lost in a net-split, use /whois and state the nickname twice. This will request the info from their server and will therefore include all possible information.

## Whois on join

P&P can be configured to automatically /whois any user who joins a channel. Optionally, this whois can be only performed if you are opped. The whois by default is shown in the channel the user joined, but you can change it to appear according to normal whois settings in general channel configuration.

Enable whois on join by right-clicking in the channel, under Protection. This will change the setting for that channel only. You can change it for all channels using /proteedit. /proteedit also lets you set a maximum user level, above which, users will not be whois'ed. This is useful so you don't bother to whois users you already know.

# Pinging Enhancements

P&P provides a multitude of enhancements to ping display and the methods which you can use to ping a user.

## Display of pings

P&P can be configured to display ping replies to the active window, the status window, or a separate @Ping window to prevent them from cluttering up your other windows and provide easy access to other options.

This setting, as well as all ping reply settings, can be configured in ping display configuration. You can also configure other options for ping display, such as the display format used for ping replies.

## Mass pinging

P&P provides a lot of added functionality for times when you ping an entire channel (/ping #channel) or multiple users. (/ping user1,user2,user3,user4)

During the pinging, the number of users who have yet to reply, as well as a running average, is displayed in the titlebar. Once the ping is complete, a final average is displayed. If you have nicklist coloring enabled (in display options) then users who have not replied will show in a different color, and users who return lagged replies will show in yet another color.

## Invalid ping replies?

P&P will automatically tell you when you receive an invalid ping reply. If users return invalid ping replies or no ping replies at all, and you need to know how lagged they are, you can use one of P&P's other pinging commands.

/fakeping is good for users who return a reply, but an invalid one. It will ignore the invalid reply and time the ping manually.

/verping is good for users who don't return a reply at all. It will use a VERSION CTCP to time a ping reply. Although users can easily ignore PINGs, VERSIONs are often less likely to be ignored.

/sping is useful if you want to ping a user without their knowledge, and you don't mind a slightly inaccurate time. It works by pinging the server the user is on. You will always get a reply, however it will be slightly faster than a normal ping reply, and will not account for any lag occurring from the user's lack of bandwidth or other connection problems.

## Pinging in a DCC chat

Even a DCC chat can be lagged sometimes, or needs to be checked for connection. For this purpose, P&P provides /dcp, which will ping within a DCC chat. Note that this **only** works if the other user has P&P as well.

## The @Pings window

If you are displaying pings to the separate @Pings window, you can select one or more replies and right-click for options, such as repinging, opening query windows, etc.

# Undernet Support

P&P contains some of the best support for X and W you will see in a script, not only through popups but in commands and automatic use as well.

## Popups

Perhaps the simplest use to understand, right-click in a channel, status, or nickname list for X/W related popups. These popups will only appear if you are on Undernet.

## Commands

If you want to use X/W to perform a standard op command, such as topics, opping, kicking, etc., simply preface the command with /x. For example, /x topic My new topic, or /x kick #anime lamer. Use /x even if the bot is W.

By default, P&P will automatically use X/W to perform these commands if you are not opped. So if you are not opped, and type /opme, you will request ops from X/W.

You can also configure P&P to always perform actions through X/W if possible, in misc. options.

## Automatic logins

You can configure P&P to automatically login to X/W for a channel. To do this, either use the /auto command, or select this option from the channel popups, under the X and W commands. P&P will then automatically login to X/W when you signon, and also if X/W split off and return or you join the channel a long time after your previous login.

# DALnet support

P&P contains some of the best support for ChanServ, NickServ, and MemoServ you will see in a script, not only through popups but in commands and automatic features.

**Note:** Although only tested on DALnet, these features **may** work on other nets. To enable them on another net, /\_popdal after connecting to the server. You must do this every time you connect, or put it in your Perform (in mIRC options) to run automatically. You may also wish to use /auto np to perform any automatic NickServ logins

## Popups

Perhaps the simplest use to understand, right-click in a channel, status, query window, or nickname list for ChanServ, NickServ, and MemoServ popups. These popups will only appear if you are on DALnet. (or you use /\_popdal as described above.)

## Commands

If you want to use ChanServ to op or deop someone, or add a user to the AKick list, simply preface the command with /ch. For example, /ch op NickName, or /ch ban Loser (to add to the AKick list.)

By default, P&P will automatically use ChanServ to perform these commands if you are not opped. So if you are not opped, and type /opme, you will request ops from ChanServ.

## Automatic logins

You can configure P&P to automatically login to ChanServ as a channel founder, or NickServ for given nicknames. To do this, either use the /auto command, or select this option from the channel popups, under the ChanServ, Founder commands or the NickServ popups in the status window popups. P&P will then automatically login when you signon, and also login to NickServ when you change nicknames, if appropriate.

You can configure P&P to only perform the NickServ login if warned that the nickname is not yours; configure this in misc. options.

## Easy nickname recovery

If you try to use a nickname already in use, and it is a nickname that you have registered with NickServ, you can use CtrlF8 to automatically recover the nickname, and again to release it. If the user is your ghost, you will automatically recover the ghosted nickname. This assumes you have this nickname listed with P&P as an automatic NickServ login.

# Fun Stuff

These features aren't always useful, but can be fun to play with.

## Quick color window

/colorwin, or pressing F6, will open up a quick color reference window, showing all possible combinations of the 16 default mIRC colors. Double-click on a line to select that background color, then on a line in the new window to select a foreground color, and a color code will be inserted into the current edit box.

## Click 'N' Color

If you want to make fancy text styles, this is where to do it. Press ShiftF6, or type /cnc, to open up Click 'N' Color. Now you can select any combination of text styles, patterns, colors, and other text modifiers. You can select any entry in each column and P&P will automatically combine them. Press ShiftF6 again to style the text in the current editbox, or enter text to be styled if the editbox is empty. CtrlF6 will enable the text style permanently for all text you type in the future, until you press CtrlF6 again.

## Quick color style

Select the PP Tools menu, Extras, Colors/etc., Styled Message, and you can select one of five quick styles. Enter a message, and it will be said in the style you selected. This is much faster than the above Click 'N' Color method if you want a simple style.

## Color bar

For a quick reference of the mIRC colors, type /showcolor. Use /saycolor to say this color bar in the current window for anyone to see.

## Repeated messages

To quickly set up a timer repeating a message of your choice, select the PP Tools menu, Extras, Repeated Msg. You can enter a message and the channels to say it in, as well as how often to repeat it. You can also elect to enable "anti-repeat", which will append small punctuation marks to the end of your message in an attempt to foil automated repeat kicks. Please don't abuse these features, as repeated messages can become annoying.

## CTCP replies

Use /ctcpedit and you can configure automated replies for any number of CTCPs. Not only can you configure replies to USERINFO, FINGER, etc. but also any new CTCPs that you wish to add. Add a reply to PING and it will be sent as a notice whenever you receive a ping. Delete a reply to no longer send it. Note that the default mIRC VERSION reply and normal PING replies will always be sent, regardless of settings in this editor.

## Sending PING notices

Many users like to send a cute notice whenever they're pinged. See the above section for details on adding these types of PING replies.

## "White" text searcher

Sometimes users like to "hide" text by typing it in white, since most users won't be able to see it without dragging their mouse over it. P&P can be set to automatically alert you when text is said in your background color (white or whatever other color you have used) and redisplay the text. Enable this in misc options. You may want this disabled if your channels tend to have a lot of ASCII art or other colorful displays.

# Shortcuts

The following features are all designed to save you time when performing common operations.

## Command shortcuts

Most commonly used IRC commands have shorter versions you can use to save precious typing time. :) The more commonly used ones are listed below.

<u>/c</u>	-> <u>/chat</u> or <u>/dcc</u> chat
<u>/s</u>	-> <u>/send</u> or <u>/dcc</u> send
<u>/q</u>	-> <u>/query</u>
<u>/m</u>	-> <u>/mode</u>
<u>/t</u>	-> <u>/topic</u>
<u>/j</u>	-> <u>/join</u>
<u>/p</u>	-> <u>/part</u>
<u>/a</u>	-> <u>/away</u>
<u>/b</u>	-> <u>/back</u> or <u>/ban</u> (choose in <u>misc. options</u> )
<u>/k</u>	-> <u>/kick</u>
<u>/n</u>	-> <u>/notice</u>
<u>/o</u>	-> <u>/onnotice</u>
<u>/w</u>	-> <u>/whois</u>
<u>/ww</u>	-> <u>/whowas</u>
<u>/op</u>	-> <u>/mode</u> +o
<u>/ver</u>	-> <u>/ctcp</u> VERSION

## Nickname completion

This feature lets you have P&P automatically "finish" typing a nickname for you. The easiest way to understand it is to see how it works. Say there is a user "WhiteDrag" in a channel, and in that channel you type "whi, hiyas" it would come out as "WhiteDrag, hiyas". You could also use "whi , hiyas" or "whi,hiyas" and it would work. By default, commas and colons (,:) will activate this feature. You can change the characters, or disable this feature, in misc. options.

## Inline nickname completion

This feature is for the truly lazy. :) You can preface a partial nickname with a semicolon, anywhere in a line (if it is preceded by a space) and it will be completed, just like in the above feature. For example, "heyas ;whi" would become "heyas WhiteDrag". You can change the activating character in misc. options.

## Command nickname completion

Nickname completion even extends to command usage. Say you type /q whi, it will open a query window with WhiteDrag, assuming that user is visible to you. Nick completion in commands will scan all channels and even your notify list for matches, unless it is a channel-specific command like /op or /kick. Nearly any command with a nickname target supports this feature.

You can disable this feature in misc. options.

## FKey shortcuts

A lot of function keys have been assigned to commonly performed functions. Browse the function key reference to see what each key does.

## Topic editing

To edit the channel topic, instead of using /t and having to retype it, simply use /etopic and you



can edit the current topic. You can also select "Topic" from the channel popups, under Op operations.

### Quick server selection

The status popups contain menus for easy selection of a server, without having to use mIRC's server selection dialog. You can select from the menus of Undernet, DALnet, or Efnet servers, as well as a menu of recently-accessed servers.

You can also type /server by itself and you will be prompted whether to reconnect to the last used server.

### Quick hostmask

Sometimes you need to know a "hostmask" for a user to add them to a bot, or for other purposes. Instead of having to /whois the user and determine the mask manually, you can use /host (nickname) to look up a user's hostmask for you. Although it isn't always perfect, it will provide the most commonly used mask.

### Ignore list clearing

If you ignore users a lot, you may want to enable P&P's feature to automatically clear the ignore list on exit. Enable this feature in misc. options, and whenever you restart mIRC your ignore list will automatically be cleared.

# Nickname Changing

These features involve changing nicknames.

## Recent nicknames list

Right-click in status and you can choose any of your recently-used nicknames from the Nickname menu.

## Nickname is taken

If you try to change to a nickname that is taken, you will automatically /whois the user, so you know who is using the nickname you want. You can then press CtrlF8, and P&P will automatically retake that nickname as soon as that user is done using it.

If you have access to NickServ on that nick, further options to retake the nick will be displayed to you.

## Nickname change too fast

If you change nicknames too fast, some servers will stop you. P&P will automatically delay the nickname change if needed, waiting until the server will allow it then trying again.

# Joining Channels

These features help you quickly and easily join and stay in the channels you want to.

## Favorite channels

Right-click in a window and select Favorites, or use the /fav command, to add or remove channels from your favorites list. You can then press F11 to join them all at once, as well as configure P&P to automatically join them on startup in misc. options.

The Favorites menu also contains these options, as well as options to view or clear your current favorites lists. The Favorites menu in the status popups also contains an option to allow you to have different favorites lists for each 'net- one for Undernet, one for DALnet, etc.

## Channel join popups

Both the status window popups and the PP Tools menu contain a Channels section. Within it you can select a channel to join from a list of channels you have recently been in. You can also elect to "lock" this list, preventing it from changing when you join new channels, so the same channels are always listed.

Other channel joining and listing options are also available in the menu.

## Rejoin on reconnect

If configured to do so in misc. options, P&P will automatically rejoin all your channels if you disconnect from IRC and reconnect. You can press F10 to abort a rejoin. This rejoin is regardless of whether you disconnected by accident or manually.

## Repeated join attempt

If you cannot join a channel due to a ban, a key, invite only, a limit, etc., use /rejoin to tell P&P to continually attempt a rejoin of that channel. Once activated, you will attempt to join that channel about every 20 seconds, but you will not see anything until the join is finally successful.

## Kick rejoin

If you are kicked, you can press F10 to rejoin the channel you were kicked from. You will not automatically rejoin unless you have mIRC configured to do so. (Alt+O, IRC switches)

## Chan key memory

P&P remembers the last used channel key for any channel you've been in that has had a key. When you cannot join the channel, P&P will remind you of the last key for your convenience. The keys will automatically be used for automated joins, such as favorite channels, channel menu selection, kick rejoins, etc.

# Banning Methods

These features involve various ways to kick and ban users, and other features related to kicking and banning.

## Quick bans and unbans

To ban the last user to part a channel, simply type /banlast. To unban the last ban made in a channel, use /unban without any parameters. To reban the last ban to be unbanned, use /reban.

## Banlist editor

Type /ban (no parameters) or use the channel popups to view the channel banlist. A separate window will popup where you can select bans, and right-click for various options. When you close the window, all changes you have made will be made on the channel, if you are opped.

## Automatic unbans

P&P can be configured to automatically unban bans you make, bans others make, or bans due to blacklisting, after a given period of time. Set these options to 0 to disable them. (disabled by default) Set these options in channel options.

## Who's banned

Whenever a ban on a channel is made, P&P will list the names of the users who were banned. This is useful in case the kick isn't made and you want to know who was banned, or in case the ban accidentally bans other users as well.

## Blacklisting

If you want to ban a user fairly permanently from one or more channels, use /black or select Blacklist from the nicklist popups. This will blacklist a user. Once a user is blacklisted, you will automatically kick and ban them whenever you see them on the channel they are blacklisted from. (or any channel if blacklisted from all channels.)

## Blacklist ignore

Users on your blacklist are also automatically ignored by default (this can be changed in personal protection options) Any CTCPs or invites from them are ignored, and any messages are ignored if they aren't on a channel with you. Since a lot of blacklisted users are blacklisted due to flooding or other annoyances, it seems silly not to ignore them. (you can always disable this option as stated above.)

## Blacklist editor

Use /blackedit to edit your blacklist. You can select entries and right-click for options, such as changing the blacklist reason or deleting entries.

## Kickbanning methods

P&P contains a wide variety of commands to kickban users. Select one to learn more details on how they differ.

<u>/k</u>	Simple kick
<u>/kb</u>	Simple kick ban
<u>/tempban</u>	Kick ban, with a 20-second temporary ban
<u>/cb</u>	Kick ban, ban will be formatted to ban any clones from user as well
<u>/fk</u>	Simple filter kick (kick multiple users)

## Kickstats

P&P can be set to keep track of users it has seen kicked and banned. It can also optionally show these stats automatically when a user joins who has stats stored. Enable and configure kick stats in [channel options](#), and see [/kstat](#) for more details.

# Userlevels

P&P has an extensive user level system, where you can assign user addresses various levels of security and options. P&P even keeps track of the nick the user originally used to make it easier for you to remember who each address applies to.

## Assigning userlevels

To assign userlevels, either use the User Level popups in the [nicklist](#) or [query window](#), or use the [/user](#) command.

Select [this for a list of available userlevels](#).

### Level 1

This is the basic access all users have, and means absolutely nothing special.

### Level 25

You will not enforce strict modes or topics over this user's changes. (see [/strict](#) for details on strict modes and topics)

### Level 50

P&P will never kick, ban, or deop this user automatically from a protection or other reason. This will not stop you from manually kicking, etc. this user. Also has the privledges of level 25.

### Level 75

Protected- If another user kicks this user, you will kick them. If another user deops this user, you will deop them and reop this user. If another user bans this user, you will kick them and undo the ban. If the user doing the kick/ban/deop is at least level 50 themselves, you will still reop or unban, but will not kick or deop the offender. Also has the privledges of levels 25 and 50.

### Level 175

This level should not be used except under special circumstances. A user with this level can use [CTCP DO](#) access to make your computer do anything they like. Although dangerous, it has its uses if you need to be able to remotely control your computer.

A user can have any one numeric level, and in addition, any number of the below sublevels.

### Sublevel 'chat'

You will automatically accept DCC chats from users with this sublevel.

### Sublevel 'send'

You will automatically accept DCC sends from users with this sublevel.

### Sublevel 'nodcc'

You will automatically ignore all DCC chats and sends from users with this sublevel.

### Sublevel 'voice'

You will automatically voice this user when they join a channel you have ops in.

### Sublevel 'op'

You will op this user when they send you special CTCPs with the correct password. See [here for more details](#). Can be channel-specific or for all channels.

### Sublevel 'nopw'

You will automatically op this user when they join. Requires user to have 'op' sublevel above, and removes the password requirement. See [here for more details](#).

### Sublevel 'colorXX'

Colors this user this color in the nicklist. (XX can be any legitimate mIRC color, from 0 to 15, etc.) Nicklist coloring must be enabled in [display options](#).

## Userlist editor

To easily edit the entries in your userlist, use [/useredit](#). You can select one or more entries, then

right click to modify levels, delete entries, change masks, etc.

# Display

These features relate to basic display of information in P&P.

## Event display

By default, all P&P events are timestamped. You can turn this off in [display options](#).

## CTCP display

Regular mIRC displays [CTCPs](#) in the status window. P&P will display them in the active window, unless they are being sent to a channel, then P&P will display them in that channel. You can change them to be displayed in the status window in [display options](#).

## Titlebar

The titlebar will always contain important statistics for your current session and window. Your current [self-lag](#) is displayed, as well as your current network or nickname, depending on [misc. options](#). You can also enable an idle meter in [misc. options](#), to show how long you have been idle.

When you are away, your away reason and pager/logging settings will be shown. When you are pinging multiple targets, a running average lag count and number of users yet to reply will be shown.

When a channel window is active, the number of users, ops, voiced, and non-ops will be shown in the form [# @# +# \*#]. The first number is total users, the second is number of ops, the third is number of voiced users, and the fourth, number of users without ops or voice.

When a query or chat window is active, a list of channels you share with that user will be shown. For example, if I open a query window with aahz, and he is on #PaganSingles with me, this will show [#PaganSingles].

When any other window is active, the current server and port will be listed in the titlebar.

## Nicklist coloring

By default, P&P colors the channel nickname list according to how you know each user. You can disable this or change the colors used in [display options](#). Users on your userlist, notify list, or blacklist are colored differently. If you have IRCop detection on, IRCops will be highlighted. When pinging the channel, users you have not received a ping from are one color, and users who are extremely lagged (by default, over 20 seconds) will be another color.

## Voice sync

When a user is voiced, then opped, then deopped, mIRC shows them as having no mode, while in fact they are still voiced on the IRC server. P&P can be set (off by default) to get around this by remembering when a user is voiced and "fixing" the nickname list when they are deopped. Enable this in [misc. options](#).

## Message of the day

P&P by default will only show a server's message of the day if it has changed since the last time you saw it. (this is much nicer than always showing it or never showing it.) You can change P&P to always or never show it, and/or set P&P to show the MOTD in a separate window, in [misc. options](#).

## User is away/no such user

When you're talking to a user who is away, normally you would get a bunch of "User is away: blah blah blah" messages in the status window. P&P will still show the first message, but after that,



as long as you continue to talk to the user, P&P will hide any additional away messages received unless you stop talking for more than a minute.

If you send a lot of messages to a user who doesn't exist, you'd normally get a flood of "no such user" back; P&P will also hide any of these after the first.

### Message throttling

On Undernet, if you try to send messages to too many individual users (using mass notices, for example) you will get "throttled" and not be able to send messages to any additional users. P&P will tell you when this throttle is up and you can send messages to new users.

### ERRMSG replies

You can enable ERRMSG hiding in [misc. options](#). When enabled, P&P will hide and not bother to show you any CTCP replies that start with "ERROR", "ERRMSG", or "UNKNOWN". Usually these are generated when you play sounds and older clients or scripts generate "error" replies, and you can safely ignore them.

### Server notice and IRCop wallop display and filtering

(See [servernotice/wallop options](#) for details on this.) P&P can be configured to display wallops and server notices to a separate window or the status or active window; you can also extensively configure filtering options, so you only see notices and wallops you wish to see. See [servernotice/wallop options](#) for more details.

# Configuration and Navigation

These features involve making P&P work the way you want it to, with the features you want, as well as helping you utilize all of P&P's features quickly and easily.

## Configuration

Use /config (or the PP Tools menu) to access P&P configuration. From here you can edit just about every feature and setting of P&P. See the configuration reference for more details.

## Display configuration

The way P&P displays events is highly configurable. Go into display options and you can configure any of the following, or use the listed commands.

<u>/colors</u>	Configure colors used by P&P. (press Alt+K for mIRC color settings.)
<u>/schemes</u>	Choose from a number of pre-defined color schemes, or create and distribute your own color schemes. (see below.)
<u>/elements</u>	Configure line separator, brackets, and logos used by P&P in event display.
<u>/fonts</u>	Configure fonts used for P&P windows.
<u>/ctcpedit</u>	Edit automatic <u>CTCP</u> replies.

## Color schemes

Use /schemes and you can select from a number of pre-defined color schemes. You can also create new schemes, delete schemes, rename them, or even export and import schemes from files or send them to users via CTCP, for easy scheme distribution. If you create a nice, usable color scheme, feel free to send it to me to possibly be included in future release.

## Panic button

If something in P&P is acting funny, type /flush. (or select "Panic!" from the Help menu under Script in the P&P Tools menu.) P&P will clear all internal states and restart everything. You won't be disconnected or lose anything, and any problems should hopefully be fixed.

## It's too slow!

P&P was designed for faster systems so that I could freely add all the features I wanted. However, if things are running slow, you can try the following- Select the PP Tools menu, under Script, under Help, "It's too slow!". These options will disable various features that aren't really necessary but could be causing possible slow down.

## Double-clicking isn't doing what it used to

You can configure what a double-click does in misc. options, for the nickname list, channel windows, and the status window.

## Message editor

You can edit the messages used by P&P for nearly all events (such as setting away, playing sounds, default quit message, etc.) in configuration, under messages. Double-click to edit a message, including selecting a random file to select messages from, or select a message and right-click to select one of two defaults. Basic default is a simple, no frills message; Fancy default often includes colors, kick counters, or other neat little additions.

## Quick help

If you type a command and you don't include all the necessary parameters, P&P will popup a quick help window reminding you of what the various parameters are. For example, type /kick without any parameters, in a channel window.

## Multiple 'net compatibility

P&P is designed to be compatible with as many different 'nets as possible. It is tested specifically on Undernet, DALnet, and EFnet, being the largest nets at this time. Popups for services are automatically available on Undernet (X and W) and DALnet, (ChanServ, NickServ, and MemoServ.) and will not clutter up your popups on other nets. Other internal changes are made depending on the capabilities of the server you are connected to.

If you notice a problem or incompatibility with a certain 'net, feel free to e-mail me and I'll will try to setup P&P to act differently on that 'net.

## Integrity check

On startup, P&P will automatically warn you if alias or script files have been loaded or unloaded without it's knowledge. This is meant to keep scripts from being loaded without your knowledge. A friend of mine had a backdoor added to his script once because someone snuck a script file in without him knowing, so this is there to help prevent that.

## Addons

P&P should work with most normal mIRC addons, however it also has support for special P&P addons that will be automatically loaded and handled for you. Type /addon for a list of available addons. (they must be in your mIRC directory or a subdirectory, such as addons\) See getting P&P addons for more details on P&P addons.

## Patches

P&P contains special support for P&P-specific patch files. These will be available to fix small bugs or problems found in P&P versions, without having to wait for a full upgrade. See getting upgrades for more details on P&P patches.

# Miscellaneous

These features didn't fit easily into any of the other categories.

## Rerouting

P&P can automatically reroute (say) text said in a channel, query, or chat to another window. Simply right-click in the window, and look under Extras, in the Rerouting section. You can also change various options. See /rr for more details on rerouting.

## Automatic events

P&P can perform automatic events when you join a channel, when another user joins a channel, or when you become opped on a channel. Look under Extras in the channel popups to set them. See /auto for more details.

## Botlist

P&P has built-in support to use X, W, and ChanServ for various commands. With the botlist, you can teach P&P how to automatically use other bots or services as well. See /botlist for details.

## Scans

P&P can scan a channel for various types of information. Use /scan to scan for away users, ircops, server usage, etc. Use /userscan to scan the channel for users you recognize. (on your notify list, userlist, or blacklist.) Use /clones to scan for clones or users matching a mask.

## Mass notices

P&P contains commands (and popups, under Notices in the channel popups or nicklist popups) to send various forms of mass notices, IE notices to multiple users. Select a command for more details.

<u>/massn</u>	Send a notice to all selected users.
<u>/allbut</u>	Send a notice to all but certain users.
<u>/wall</u>	Send a notice to all ops.
<u>/ovnotice</u>	Send a notice to all ops and voiced users.

Opnotices can also be configured to be sent to all users on your userlist with op level on the given channel, whether or not they are opped, in addition to any opped users. Enable this in channel options.

## Last seen

P&P can be configured (disabled by default) to remember when you last saw users, so you and other users can quickly retrieve this information. Enable last seen recording in misc. options. (go there for details.) See /seen for more details.

## Finding a user

Sometimes a user you are talking to, or on your notify list, changes nicknames when you aren't on any channels with them. To you, it appears as if the user left IRC. To attempt to find out if a user simply changed nicknames instead of leaving IRC, use the /finduser command. (only works on some 'nets.)

## Alarms

You can use the PP Tools menu (under Extras.) or the /alarm command to quickly setup alarms to go off at a specified time. Once the time is reached, a full screen window will open with your message in large letters, and if you specified one, a sound will play.

## Auto stripping

Sometimes you may not want P&P to send any color codes and attributes over IRC, in things such as your away message and sounds. If so, you can configure [display options](#) to have P&P automatically strip colors, or all attributes, from text sent. You can also set P&P to strip this from all text you send as well, if needed.

## IRCop scan

P&P can be configured to automatically check users joining a channel for IRCop status. Enable this feature in [channel options](#).

## ACTIVITY.LOG

P&P can be configured (off by default) to log all non-text events in channels to ACTIVITY.LOG. This includes modes, ops, kicks, bans, topics, nicks, joins, quits, parts, etc. Enable this feature in [misc. options](#). This is useful if you want to log channel events, without having to log all the channel text as well.

## DCC.LOG

P&P automatically logs all DCC file transfer events to DCC.LOG. This includes files sent and received, failed sends, file servers, etc. This is very useful for tracking who you sent or received various files from.

## Large split check

When you signon to Undernet, DALnet, or EFnet and a small number of servers is detected, P&P will display a warning that you have signed on during a large [net-split](#).

## DCC logins

If you understand raw TCP protocols, you can use [/login](#) or [/irclogin](#) to login to an address and port via a DCC chat. This is only for advanced users who know what they are doing.

## Nearby servers

You can use the command [/nearserv](#) to request a listing of nearby servers on the same network. You can then use [ShiftF9](#) to randomly connect to one.

## Time Reminders

Perhaps you lose track of the time easily when you IRC. P&P can help by reminding you of the current time every quarter, half, or full hour. You can enable this "clock" in the Extras submenu of the P&P Tools menu. If you wish this setting to remain on, you should select the option "Retain settings on exit" in that menu.

