STRICQ

Douglas F. McLaughlin

COLLABORATORS

	TITLE : STRICQ		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Douglas F. McLaughlin	January 17, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

STRICQ

1.1   STRICQ - The Ultimate ICQ Clone for the Amiga!

                                                    STRICQ 0.1371ß

              Copyright © 1998, 1999 Douglas F McLaughlin
              ICQ Protocol Copyright © 1996 Mirabilis LTD

                              All Rights Reserved

                      About STRICQ

                      System Requirements

                      Frequently Asked Questions

                      Menus

                      Windows

                      History

                      Support

                      ARexx

1.2   Everything you wanted to know, but were afraid to ask

              About

      STRICQ is (C) Copyright 1998,1999 Douglas F. McLaughlin

The ICQ protocol is (C) Copyright 1996 by Mirabilis LTD.

Feature Highlights

  Fully an Amiga program. Not a Unix/Linux port.

  Supports all Modern Amiga
              TCP/IP
               stacks.

  Author is an independent developer.

  Supports most of the main features of the Mirabilis client:

    o On/Offline and status change notification.

    o Direct server messages.

    o Mirabilis
              System Messages
              .

    o Personal information storage and retreival.

    o
              UIN search
              .

    o
              URL
              ,
              Web Pager
              , and
              EMail Pager
               messaging.

    o Direct client to client messaging.

    o Direct client to client
              Chat
              .

    o Direct client to client
              File Transfer
              .

Development System

  Amiga 3000; 68030 @ 25MHz; 16 Meg Fast, 2 Meg Chip

  CygnusEd v4.20

  SAS/C v6.58

  MUI v3.8

```
GVP I/O Extender

CyberVision64 4 Meg (Using CyberGraphics v3 r70a)

ASTVision 5n 15" Monitor

Buddha+Catweasel (Using IDEFix)

   o Maxtor 2.8 Gig (EIDE)

   o Maxtor 7.0 Gig (EIDE)

Hydra Ethernet (Using MiamiDx v0.9h)

HP 6020 CD-R (Using MakeCD v3.2)

Pioneer DRM-602x (Using AsimCDFS v3)

Epson GT-8500 Color Scanner (Using ScanQuix3)

Epson Stylus Color 800 (Using Studio v2.2)
```

1.3   So, you think you have what it takes?

```
Requireds

  AmigaOS v2.1, v3.x

  About 1 Meg RAM, As the number of contacts in the contact list goes up
    RAM usage goes up.


External Libraries

  asyncio.library (v39) (Aminet)

  openurl.library (v1+) (Aminet)


TCP/IP Stack

  Miami v2.1p, v3.0+

  MiamiDexluxe v0.9+

  AmiTCP v4.0+

    o Genisis

    o NetConnect

  TermiteTCP - It does work, but not very well.  You have to open windows
    to make the packet routines function.
```

MUI

  NList.mcc v0.84+   (Available from Aminet)

  Textinput.mcc   (http://www.vapor.com/ Misc Downloads Section)

  Textinputscroll.mcc (Part of the Textinput archive.)

  Lamp.mcc   (Aminet)

  Busy.mcc   (Aminet)

  TWFmultiLED.mcc   (Aminet)

1.4 Frequently Asked Questions

Q: Will you do a chat mode?

A: It's finished! Enjoy! Still working on multi-chat mode.

Q: Why can't I change my password?

A: Mirabilis disabled all password changes in late 1998. A hacker
   program was released that would grab your password from the net, and use
   it to change your password, effectively stealing your UIN.

Q: How do I use those notify thingies?

A: You need a sound player program like Play16. Then put this command in
   your prefs: Run >NIL: Play 16 Sounds/Message.wav You can also use one
   of the notify scripts provided in the Rexx directory, read them for more
   information. I did not write them and can't answer questions about them.

Q: Why do I get the message "Rx: Command not found"?

A: For some reason, STRICQ is not getting your Workbench path so you need
   to put the full path in: SYS:Rexxc/Rx

Q: What does STR stand for?

A: ST = Star Trek, R = Robotech. I came up with this after needing a name
   for my BBS that I had started writing for my C64. If you can remember,
   I am the author of ST/R BBS for the C64. I still get reports from time
   to time that people are still using ST/R as a BBS even now in 1998!!!!

Q: When will the next release come out? And, What new options have you
   added?

A: Always check my userinfo on ICQ, I put new updates there as I make them.

1.5 Where do you think you are? A restaurant?

                  Project

 Register UIN – Use this command if you have never used ICQ before and you
    do not have your own ICQ "Universal Internet Number." To create
    your new UIN, follow these steps:

    1. Start your preferred
                  TCP/IP
                   stack and go online with your ISP.

    2. Start STRICQ.

    3. Open the
                  Prefs
                   Window.

    4. With the exeption of the User ID Number, fill in as much information
        on the ICQ Tab,
                  Basic Info Tab
                   as desired. Password is required, all
        the rest are optional.

    5. Fill in as much information as desired on the ICQ Tab,
                  Extended Info
                        Tab. All information is optional.

    6. Choose a server on the ICQ Tab,
                  Servers Tab
                   . I recommend using the
        icq.mirabilis.com:4000 server to start, it should already be the
        default server chosen for you.

    7. Switch back to the ICQ Tab, Basic Info Tab.

    8. Now select this menu item and STRICQ will show "Creating New UIN" at
        the top of the
                  Contact List
                   window.

    9. Your new UIN should appear at the top of the Contact List window and
        in the User ID Number on the ICQ Tab, Basic Info Tab within thirty
        seconds. If your new UIN does appear, you are finished. Welcome to
        the world of ICQ!

    10. If your UIN does not appear and the "Creating New UIN" message at the
        top of the Contact List window does not change to your chosen nick,
        there may be a problem. Continue on with these steps.

    11. First, open the
                  STRICQ Log
                   window. If any item reads "No" in the

ACK column, the server may be busy. Go back to step 6 and choose a
different server. If, after several attempts with a different server,
and still no new UIN, continue with the next step.

12. Join the
            STRICQ Mailing List
             if you have not already done so and ask
for help there. There are many experienced people there that can help
solve your problem.

13. If you don't want to join the mailing list, send an email directly to

            STRICQ's author
            . Be sure to include as much information as possible,
the exact steps taken, what appears in the STRICQ Log window, any
debug information that may appear, etc. The more information given
increases the chances of someone solving your problem very quickly.

Search UIN - This command opens the
            Search UIN
             window. This is the same
function as the Add button on the
            Contact List
             window.

About - This opens a window which shows the version and compile date of the
  STRICQ program. Use this information for all bug reports sent to the author
  and the mailing list.

About MUI - This opens a window giving information about your installed MUI
  system.

Quit - This will shutdown STRICQ. If you are currently online STRICQ will
  remember your status mode and the next time STRICQ is started, it will
  attempt to go back online in the same status. This the
            Auto-Online
             feature.

Settings

Prefs - This opens the
            STRICQ Preferences
             window.

Save Prefs - This will save all your preferences including any changes made to
  all users information in the Contact List. STRICQ normally saves all prefs
  at program shutdown. If your computer crashes before STRICQ can be properly
  shutdown, any prefs changes will be lost. Therefore it is important to use
  this command after makeing any changes to your prefs that you wish to become
  permanent.

MUI – This opens the MUI Settings window which will specifically only affect
   STRICQ. As STRICQ uses many
                MUI Custom Classes
             , a lot of the look, feel, and
   functionality of STRICQ can be configured here.

Messages

  Save Messages – This command specifically applies to the
                Incoming Messages
                   window. Choosing this command will open a file requestor ←
                   asking for a save
   filename. All messages in the Incoming Messages window will be saved to the
   chosen file.

Windows

                Activity Log

                Active Sockets

                Message History

                STRICQ Log

                Incoming Messages

                Pager Messages

                System Message

                User Information

1.6   Yuck! Windows is a PC thing!

                STRICQ
                 STRICQ Main Program Window

                User Windows
                 Individual Contact Window

                ICQ Preferences
                 STRICQ Preference Editor Window

                Activity Log
                 User Activity History Window

                Active Sockets
                 Active Network Connections Window

```
                    Message History
                     Saved Message History Window

                    STRICQ Log
                     ICQ Server Log Window

                    Incoming Messages
                     Incoming User Message Window

                    Pager Messages
                     WebPage and E-Mail Pager Message Window

                    System Message
                     Mirabilis System Message Window

                    User Information
                     User Information Window


                    Search UIN
                     UIN Search Window

                    Search Results
                     UIN Search Results


                    Incoming Chat Request
                     Incoming Chat Request Window

                    Outgoing Chat Request
                     Outgoing Chat Request Window

                    Chat Window
                     Realtime Chat Window


                    Incoming File Request
                     Incoming FileDirect Request Window

                    Outgoing File Request
                     Outgoing FileDirect Request Window

                    FileDirect Request
                     FileDirect Window
```

1.7 STRICQ Main Program Window

```
                    Status Bar
```

```
  The Status Bar is located at the top of the main contact list window.
  The following items will be reflected here:

    Offline - The client is not connected with the ICQ server.
```

Going Online - The client is attempting to connect with and login
    to the ICQ server.

Creating New UIN - The client is attempting to connect with and ask
    the ICQ server for a new UIN.

Your Nick (Your UIN) - The client has succesfully connected with and
    logged on to the ICQ server.

Contact List

  This listview gives a quick overview of all contacts. The listview has
  several customisable columns.   The
                  Prefs Window, Options Page, List Page
                    controls which columns are viewed. This list also controls the ←
                    individual

                  User Windows
                   which are the main powerhouse area for each contact. To open
  a user window, double-click on a contact in the contact list.

  The contact list is a multi-select style list. Several of the functions
  in the
                  User Window
                   and user window
                  Command Popup
                   windows are able to act
  on more than one UIN at a time. Multi-selecting in this list will choose
  which contacts those commands will act upon.

Add

  This button opens the
                  UIN Search Window
                  . It is used to search for and add
  new contacts to the contact list.

Remove

  This button will permanantly remove a UIN (or UINs if more than one are
  selected) from the contact list. After this button is pressed a requestor
  will open asking for confirmation of deletion for each contact selected.

Status and Auto-Online

  This cycle button is used to tell the client to go online and offline. It
  is also used to set the clients 'away' status while online. If the client
  is not already online then switching to any of the 'away' modes will cause
  the client to go online in the selected mode. If STRICQ is quit before
  switching the client offline, the currently selected status will be remembered
  the next time STRICQ is started and the client will automatically attempt to
  connect with the ICQ server. The following status modes are currently
  supported:

  Online - This causes the client to go to the Online mode.

  Invisible - In this mode, anyone that has your UIN in their contact list

will not see you online. Instead, you will be shown as offline. You
will still be able to see who is online and receive/send messages but
won't be seen. When you send a message to another user that is online
you're status will change to either online (PC Client) or invisible
(STRICQ).

Not Available
Occupied
Away
Do Not Disturb – These four modes are generally up to user interpretation
  and used accordingly. There is a web page on the Mirabilis web site
  which gives a general description of how these modes should be used.

Free For Chat – While in this mode, you are indicating to other people
  that you are immediately avaliable to talk with and also that you would
  like to enter
          Chat Mode
          . Also, this mode indicates to the ICQ server
  that you would like to be found in a random fashion by other people
  who just want to talk. STRICQ will be getting more support for this
  capability in the future.

Offline – This causes the client to log off the ICQ server. However, as
  long as your TCP stack is still connected with your ISP, you will still
  be able to send messages to other people with TCP mode capable clients.
  Also, any
          Chat Mode
           and
          File Direct
           connections will still remain active.

1.8 Individual Contact Window

            User Windows

 The user windows are divided up into several different tabbed pages.

 Dialogue Tab

  Message Listview – Displays the current incoming and outgoing messages.
    It also displays URL messages as well as authorization requests. With

            openurl.library
             installed, double-clicking the underlined URL will open
    your configured browser and point it to the URL just clicked on.

    To forward a message, click on a message in the listview, open the command
    popup menu and click the forward button. To forward a URL, click on the
    (underlined) URL itself.

  Message Entry – This text gadget is where you type a message to be sent to
    the recipient. Type your message and press enter. The message will be
    sent either through the ICQ server or directly to the recipient's client.
    If the message is sent directly, a busy bar will appear between the

message entry gadget and the multi-send tick gadget. When the message is
received by the other client, the busy bar will disappear. If the message
is not acknowledged after six minutes, the message will be sent through
the ICQ server, and the busy bar will disappear.

Send - This button only appears when the
            multi-line input
             option is ticked
on in the preferences. In this mode, pressing return in the message entry
gadget merely adds a newline vice sending the message to the recipient.
Clicking this button or pressing TAB+Return from the message entry gadget
will send the message to the recipient. Due to an incompatibility with
NList.mcc, only the first line of the message will appear in your message
listview, however, the recipient will see the entire message, including
other STRICQ users. (STRICQ users will not see the formatted text as all
returns are removed to avoid the incompatibility with NList.mcc)

Multi-Send - This checkbox, when ticked, allows you to send to the current
  recipient as well as all contacts that are currently selected in the
  contact list. This is an easy option to turn on and forget about, take
  care to turn it off when no longer needed.

Popup Menu - Opens the command popup window which contains the following
  functions:

  o Authorize - When you have
            Authorization Required
             ticked on in your ICQ
    preferences, you will receive authorization request messages. These
    messages will include the requestors nick, name, and reason for asking
    for your authorization. One thing to remember is that only real
    Mirabilis ICQ client users will be asking for your authorization, at the
    time of this writing, none of the ICQ clones, including STRICQ need to
    request authorization. If you do not wish to allow someone to add your
    UIN to their contact list, simply ignore the request message.

  o Chat - This button will open the
            Chat Reason
             window. Chat mode is a
    direct client to client real time messaging system. Each side will see
    each character as its typed on the other end. Real Mirabilis ICQ clients
    have the capability of sending sounds, graphics, fonts, and colors
    between clients. STRICQ currently does not support these capabilities,
    but as an acceptable MUI custom class comes available that can handle
    these features, STRICQ will add it in as soon as possible. If anyone
    wants to attempt to write such an MCC, PLEASE contact me about working
    out the necessary API calls. There are occasions where STRICQ will not
    be able to initiate chat mode because the receiver is behind a firewall.
    This will be fixed in a future version.

  o Clear Messages - Removes all messages from the Message Listview.

  o FileDirect - This button opens the
            FileDirect Request
             window. FileDirect
    is a direct client to client method to transfer files. Multiple files
    can be sent at one time, however, at the time of this writing, STRICQ

is incapable of sending and receiving files with the same UIN at the
same time. If you attempt to do so, STRICQ will promptly crash. Sending
or receiving files from different UINs should work fine. There are
occasions where STRICQ will not be able to initiate a file send because
the receiver is behind a firewall. This will be fixed in a future
version.

o Forward – This button forwards a message as described above. The forward
  function will send the selected message to all selected contacts in the
  contact list.

o Ignore – This button will add the UIN to the
        Ignore List
        . Usually you
would want to ignore a person if they send annoying messages or are just
generally bothersome in any manner. There is currently a bug in STRICQ
that will allow an ignored UIN to show up in the contact list as a
New User, but only if the UIN does not already exist, however, no
message will be shown.

o WhitePage – Mirabilis maintains a White Page for every UIN. There are
  quite a few things to see on the WhitePage, all dealing with ICQ and
  Mirabilis. Clicking this button assembles the correct URL using the
  current user window's UIN and sends it to your browser.

Send URL Tab (This Tab may be going away soon...)

  Description – Text discription for the URL.

  URL – Actual URL to be sent.

  Send this URL – Sends the URL message. The multi-send checkbox on the
    Dialogue tab also applies to sending URLs. If it is ticked, the URL will
    be sent to everyone selected in the contact list.

User Info Tab

  Basic Info Tab

    Nick – User's Nickname.

    UIN – User's UIN.

    Status – User's Online Status.

    IP – User's current or last IP address and message port. This will show as
      'Hidden' if the user has the
            Hide IP
             option turned on.

    First – User's First Name.

    Last – Users' Last Name.

    E-Mail – User's E-Mail address.

Auth. Req'd – Authorization required to add to contact list. This only
   applies to real Mirabilis clients as all of the ICQ clones, including
   STRICQ, will allow anyone to be added to the contact list regardless of
   the state of this option.

Load – Load User Info from disk. This simply replaces the current info with
   what was last saved to disk.

Save – Save User Info to disk. The only time this button is needed is when
   the data in one of the Textinput gadgets on the user info tabs is manually
   changed. It also will apply to the specific prefs settings for the UIN ←
      the
   user window belongs to in a future version of STRICQ.

Refresh – Update user info from server. This is not done automatically. ←
      The
   only time a user's info is pulled from the server is when the
            UIN Search
                   window is used. For some people like myself, as author of ←
                   STRICQ, I will
   update my userinfo quite often. So, it can become handy to refresh ←
      certain
   people's user info from the ICQ server often.

Extended Info Tab

   City – User's city.

   Country Code – User's country code followed by the country name.

   Time Zone – Time zone for this user. This is not always set correctly by ←
      the
      user. The Mirabilis ICQ client seems to have a bug regarding time zones
      which made it difficult to implement this feature exactly correct.

   State – User's state or province.

   Age – User's age.

   Sex – User's sex.

   Phone – User's phone number.

   Home Page – User's home page. Click this button to send the user's home
      page to your configured web browser.

   About – User's personal comments and notes about themself.

Comment Tab

   Textinput Box – Your personal comments and notes about the user. If you
      enter any text or make changes to text in this Textinput box, you will need
      to click on the save button on the ICQ Info Tab, Basic Info Tab.

History Tab

  Message Listview – This listview will show all messages, URLs, and chat
    mode conversations. Its important to note that URLs cannot be double-
    clicked in this listview.

  Load – Load message history from disk.

  Remove Line – Removes the currently selected line from the listview.

  Clear – Clears the history from the listview and RAM.

  Save – Saves the complete history listview back to disk. Useful if the
    remove line button is used to remove lines from the listview.

  Delete – Deletes the history file from disk. This button is final and there
    is no 'are you sure' requestor. Be careful.

1.9   STRICQ Preference Editor Window

                ICQ Preferences Window

  ICQ Tab

    Basic Info Tab

      User ID Number – Shows current UIN, and popup requestor to select alternate
        UIN. If you are currently online when you change UINs, the client will go
        offline, save prefs/load prefs and go back online.

        If you are
                creating a new UIN
                 do not fill in this item, it will be filled
        in for you by the ICQ server.

        If you already have a UIN, fill in the UIN here and the password, then
        click the fill in userinfo from server button AFTER going online normally.

      Nickname – Nickname associated with current UIN.

      First Name – First Name of user associated with current UIN.

      Last Name – Last Name of user associated with current UIN.

      E-Mail – E-Mail address associated with current UIN.

      Require Auth – This only applies to real Mirabilis ICQ clients. If this
        option is ticked, a person using one of those clients will have to ask
        for your
                authorization
                 to add your UIN to their contact list.

      Password – Password associated with current UIN (Hidden.) Your password

can be a maximum of eight characters and is case sensitive.

Send new Password – Send new password to server. The packet used to change
   your password is no longer supported by the current version of the ICQ
   protocol that STRICQ uses. When STRICQ changes to the latest version,
   password changes will work again. For now, password changes do not work.

Save User Info Changes – Updates the user info for the current UIN. Do not
   use this button if you have not yet created your own UIN or have not gone
   online. This button changes your basic info on the ICQ server, not your
   local disk. Your info is saved to the local disk at STRICQ shutdown or
   with the
          Save Prefs
           menu command.

Fill In Userinfo From Server – If you already have created a UIN with
   another client or with another computer, simply fill in the UIN and
   password. Go online and then click this button. All the info stored on
   the ICQ server will be fetched and you will see the Basic Info and
   Extended Info Tabs update to the data from the ICQ server.

Extended Info Tab

  City – City associated with current UIN.

  Country Code – Country code associated with current UIN. The country list
     popup button allows you to select your country from the built-in list
     without the need to know what your particular country code is.

  Time Zone – Set this to your GMT offset time zone. ie. Japan is GMT+9. It
     is very important you set your time zone correctly, the Use Internet Time
     function relies on the time zone being set correctly.

  State – State associated with current UIN.

  Age – Age of user associated with current UIN.

  Sex – Gender of user associated with current UIN. Can be set to Female,
     Male, or Unspecified.

  Phone – Phone number of user associated with current UIN.

  Home Page – Home page of user associated with current UIN.

  About – Short text message from the user associated with the current UIN.

  Save Changes – Updates the user info for the current UIN. Do not use this
     button if you have not yet created your own UIN or have not gone online.
     This button changes your extended info on the ICQ server, not your local
     disk. Your info is saved to the local disk at STRICQ shutdown or with
     the
            Save Prefs
             menu command.

   Servers Tab

Server Listview – List of available ICQ servers and associated port. To
   choose an ICQ server for STRICQ to connect with, simple select a server
   in this listview. The server and port text gadgets under the listview
   should change to the server and port you just selected.

Server And Port Text Gadgets – These two gadgets are used to store the
   server and port STRICQ will to connect to ICQ with. To manually add a
   server and port that is not already in the server listview, change these
   two gadgets to the new data and press the add button to the right.

Add – After manually changing the contents of the server and port text
   gadgets, press this button to add them to the server listview.

Delete – Select a server and port in the server listview and then press
   this button to remove them from the listview.

 Notify Tab

   Some people have experienced path problems and you may need to qualify the
   full path to all programs being run or played:

     C:Run >NIL: C:Play16 DH0:STRICQ/Sounds/Message.wav

   Including Arexx scripts:

     C:Run >NIL: SYS:Rexxc/Rx DH0:STRICQ/Rexx/FileServer.rexx

** IMPORTANT: Any ARexx script started via these commands MUST be started with
   the C:Run command. If C:Run is not used and the ARexx script attempts to
   use any of
              STRICQ's ARexx commands
               a deadlock will occur because the
   script will wait for STRICQ to execute the ARexx command, but STRICQ is
   still waiting for the script to complete.

   On Startup – Command to be executed when STRICQ is starting up.

   On Shutdown – Command to be executed when STRICQ shuts down. Don't expect
     the STRICQ ARexx port to be available for this script.

   Message Notify – Command to execute when an incoming message is received.
     Add a %ld argument marker after the command to receive the UIN of the
     person logging on to the ICQ server.

   Message Preparse – Command to execute when a message is typed into the

              message entry gadget of a user window
              . It is the responsibility of the
   script to use the ARexx
              SENDMESSAGE
               command to actually send the message
   to the recipient. This command will receive the same three arguments as
   the message postparse command.

   Message Postparse – Command to execute when an incoming message is received.

The message postparse command receives three arguments, there is no need
to add argument markers. The arguments, in order, are:

  UIN – The UIN of the person sending the message.

  Message Type – There are several message types defined. The most common
    type is 1 for a normal message or 4 for a URL message.

  Filename – The filename will contain the actual contents of the received
    message. The message is not modified by STRICQ at all.

    Note: It is the responsibility of the command/script used by this
    option to delete this file when it is finished processing the message.

Online Notify – Command to execute when a user in your contact list comes
  online. Add a %ld argument marker after the command to receive the UIN
  of the person logging on to the ICQ server.

Offline Notify – Command to execute when a user in your contact list goes
  offline. Add a %ld argument marker after the command to receive the UIN
  of the person logging off of the ICQ server.

Chat Nofity – Command to execute when a user sends a chat request message.
  Add a %ld argument marker after the command to receive the UIN of the
  person requesting the chat.

Chat Beep – Command to execute during chat mode when CTRL-G is pressed.

FileDirect – Command to execute when a user sends a FileDirect request
  message. Add a %ld argument marker after the command to receive the UIN
  of the person requesting to send a file.

System Message – Command to execute when a System Message is received. This
  command receives no arguments.

Go URL – This command is obsolete, install
            openurl.library
              instead.

Download Dir – This is the directory that incoming files will be stored.

 Color Tab

  Online – Text color for all users that are listed as Online.

  Offline – Text color for all users that are listed as Offline.

  Invisible – Text color for all users that are listed as Invisible.

  Not Available – Text color for all users that are listed as Not Available.

  Free For Chat – Text color for all users that are listed as Free For Chat.

  Occupied – Text color for all users that are listed as Occupied.

  Away – Text color for all users that are listed as Away.

Do Not Disturb – Text color for all users that are listed as Do Not Disturb.

Auto Reply Tab

Enter an auto-reply message in any of the string gadgets. The checkbox at the
end of each line, if ticked, will cause the entered text to be sent back to
the sender of any message received.

Online – Text to be sent when you receive a message and are listed as Online.

Invisible – Text to be sent when you receive a message and are listed as
Invisible.

Not Available – Text to be sent when you receive a message and are listed as
Not Available.

Free For Chat – Text to be sent when you receive a message and are listed as
Free For Chat.

Occupied – Text to be sent when you receive a message and are listed as
Occupied.

Away – Text to be sent when you receive a message and are listed as Away.

Do Not Disturb – Text to be sent when you receive a message and are listed as
Do Not Disturb.

Options Tab

Options

Global Options

Open Log Window – Open the
STRICQ Log
window at startup.

Open Message Win – Opens up contact window when a new message is received.
Otherwise the
message lamp
will display a new message indicator.

Activity Name Sort – When ticked, the
Activity
window list will sort by
Nick then time of activity. When off, the list will sort by time of
activity alone.

Hide My IP – This option sets a flag when you log in to the ICQ server
indicating that you do not wish your IP to be seen by other ICQ users.
This is not a fool proof method, though, and even PC users have hacks
to view your IP even when hidden.

Auto Reconnect – Reconnect to server if disconnected by the server. This
function does seem to be working at this time. Future versions may fix

this problem.

Show Message Time – Show date and time of received messages. This option
  affects both the
          Incoming Messages
           window and the individual
          user windows
          .

  Note: This flag is checked each time a user window is created and the

          message listview
           is setup according to this flag. User windows are
  created on the fly, when the first message arrives from a user or when
  the user is double-click in the
          contact list
           window. Therefore, turning
  this option on and off can result in different user windows having diff-
  erent settings. Once the window is created, it will not be changed ←
      until
  STRICQ is restarted.

Enable Web Presence – In future versions of STRICQ, this option will allow
  users viewing your ICQ website to know whether or not you are currently
  online. This function does not currently work and future versions may ←
      fix
  this problem.

Multi-Line Message Input – When ticked, this will cause the
          message textinput
                   box to operate in multi-line mode. The same note from ←
                   the Show Message
  Time option also applies to this option as well.

Use Internet Time – This will make STRICQ use the new Internet Time ←
    instead
  of your current local time in all message listviews and the
          Activity Log
          .
  Internet Time was created by Swatch (http://www.swatch.com/) and is also
  used by CNN’s website. Internet Time is the same time all over the ←
      world,
  it has no boudaries. A 24 hour day is divided into 1000 "Beats" ranging
  from 000 to 999 and is normally displayed as ’@ 500 Beats’ etc. STRICQ
  drops the word ’Beats’ in its display to save a little space. Each Beat
  is 1 minute 26.4 seconds.

Notify Lamp – Currently, there are two different MUI custom classes ←
    available
  that STRICQ can use to indicate that
          new messages are waiting
           to be read in
  the contact list. Lamp.mcc and or TWFmultiLED.mcc must be installed in
  MUI:Libs/mui/ in order to be used.

  Note: This flag is only checked at program startup and the chosen lamp ←
      is

loaded for use. If this flag is changed, the lamp will not change until
STRICQ is shutdown and restarted.

   Message Options

     Message Pop-up – Opens up a
             user window
              when a new message is received.
       Otherwise the
             contact list notify lamp
              will display a new message indicator.

     No Message Log – When ticked, no messages will be logged to disk. When ←
        ticked
       all messages will be logged to disk. These message logs can be read ←
          from
       two different locations in STRICQ. The first is from within the user ←
          window

             history tab
             . The second location is using the
             Message History
              window.

     Screen To Front – When ticked, any incoming message will cause the STRICQ
       window to move to the front.

 Contact List Tab

   Storage – This listview is used to store those items you do not desire to ←
      see
     in your contact list.

   Active – This listview is used to store those items you wish to see in your
     contact list.

   The following is a description of the available
             contact list
              items (The list
     of items is subject to change at any time):

   Authorization – This shows whether or not the user requires authorization
     before you add the UIN to your contact list. This is meaningless in
     STRICQ as it is ignored, you can add anyone you want into your contact
     list.

   EMail – The email address of the user.

   IP – When logged on, this will show the IP address of the user or Hidden
     if the user has the Hide IP option ticked on.

   Message Lamp – When the Message Pop-up option is turned off and the

             Incoming Messages
              window is not open, the message lamp will be used to

show that new unread messages are waiting to be read.

Name – The first and last name of the user.

Nick – The Nick of the user.

Port – When logged on, this will show the port of the user or Hidden if ←
  the
  user has the Hide IP option ticked on.

Status – The current
        status
         of the user.

UIN – The UIN of the user.

Ignore Tab

  Ignore UINs Listview – This listview simply shows those UINs that are being ←
    ignored.

  UIN – To manually ignore a UIN, enter the UIN in this string gadget and press ←
    the
    Add button.

  Add – After typing a UIN into the string gadget, press this button and the ←
    entered
    UIN will be added to the listview.

  Delete – Select a UIN from the listview and click this button to remove it ←
    from the
    ignore list. You will receive messages from this UIN again.

  Note: Coming soon, I will add the ability see the Nick of the UIN, the day ←
    the UIN
    was ignored, a reason why the UIN was ignored, and to be able to set a ←
       timeout so
    that the UIN will be removed from the ignore list after a settable amount of ←
       time.

1.10   Miscellaneous Windows

                Activity Log

 The Activity Log shows any status mode changes made by all users in your

                Contact List
                 while you are online with the ICQ Server. You will see the
Nick, time the activity arrived at your client, and what the activity
was. This will include all
                Online, Offline, and Status mode
                 changes.

There is one peculiar thing you may notice. You can receive offline
activities from users that were not previously shown as being online in
any status mode. These users were Invisible and changed directly from
the Invisible mode to offline. This is just a peculiar quirk of the ICQ
server.

This log can have two different sort methods. The default is to only
sort by time of activity. The second method is to first sort by the Nick
and then time of activity. The sort method is settable in the Preferences
window, Options Tab, Options Tab, Global Options,
                Activity Name Sort
                    .

If the
                Use Internet Time
                 option is ticked. The Activity Log will show
the time of the activity as Beats instead of the local time.

Active Sockets

This window shows all of STRICQ's network connectivity. This includes
connections with the ICQ server, all direct client to client connections
and on what ports STRICQ is waiting for incoming connections. Each
column is explained below:

  Socket - This is the socket number for the connection as given to
    STRICQ by your TCP/IP stack. This is a one-up number starting at
    zero. As connections open and close, the numbers can be re-used
    by the TCP/IP stack, so, unless you have quite a few connections
    all open at once, these numbers should not get very high.

  Nick - This is the Nick that the connection belongs to. All UDP and
    listening connections will show your Nick.

  Dir - This is the direction in which the connection was made. There
    are three possibilities:

    o Out - Your client made an outgoing connection.

    o Listen - This is a connection where STRICQ is waiting for other
      ICQ clients to make incoming connections. Used by direct client
      to client communication.

    o In - This is a connection that was established by another ICQ
      client.

  IP:Port - This is the IP address and port of the other client. Listen
    connections will always show 0.0.0.0 for the IP address because
    there is no current connection. The port will be the local port
    that your STRICQ client is using to wait for incoming connections.

    If a user has the
                Hide My IP
                 option set, this column will simply show
      'Hidden'.

Type – There are several types of connections as explained below:

    o UDP – This is the connection your client has with the ICQ Server.

    o Message – This connection is only used for messages.

    o Chat – This connection is only used during
            Chat Mode
             .

    o File – This connection is only used during
            FileDirect
             sessions.

STRICQ Log

  This window logs all packets sent between the client and the ICQ Server.
  It also logs all message packets sent via direct client to client
  communication.

  From Client To Server – This logs all packets sent by the local client
    to the ICQ Server and other clients directly.

  From Server To Client – This logs all packets sent by the ICQ Server
    and other clients to the local client.

  The column breakouts are as follows:

    Seq – The sequence number of the packet. All ICQ Server packets will
      have positive numbers counting up. All direct client to client
      packets will have negative numbers counting down.

    Command – This is the name of the packet being sent or received. There
      are far to many to explain here, however most are self-explanitory.
      If you wish more information, ask on the
              mailing list
               .

    Packet – STRICQ stores all outgoing packets until the receiver sends
      an acknowledgement (ACK) packet in response. When the ACK arrives,
      the packet is removed from memory. Also, all incoming packets
      are stored until it is more convenient to process the packet. When
      the packet is processed, it is removed from RAM. This column shows
      'Yes' if the packet is still in memory and changes to 'No' when the
      packet is removed memory.

    Resend – This column shows how many times a packet sent to the ICQ
      Server has to be sent before an ACK arrives. It also shows how many
      times the ICQ Server sends a packet before it receives the client's
      ACK packet. Direct client to client messages will not use this
      column.

    ACK – This column will say 'No' until the acknowledgement packet
      arrives. When it does, this column changes to 'Yes'.

  This window can give an indication of network stability between the

client and the ICQ Server. Each packet that remains unacknowledged by
the ICQ server is resent every five seconds for a maximum of six tries.
At this point STRICQ will go offline due to an apparent loss of
communication with the ICQ Server.

Pager Messages

  Pager messages are sent via two different methods but arrive at the
  client in the same format. The first method is the Web Pager. The
  best place to see the Web Pager is at your ICQ homepage. The URL
  is http://wwp.icq.com/<UIN>/ where the <UIN> is your personal UIN.
  The second method is via email. The email address to use is
  <UIN>@pager.mirabilis.com where <UIN> is, again, your personal UIN.
  And, of course, you can substitute anyone's UIN in order to send a
  pager message to that person. When an EMail or Web Pager message
  arrives, this window will open. The layout is as follows:

    Name – This will be the name entered into the form on the Web Pager
      or the From: address of the email.

    EMail – This will be the email address entered into the form on the
      Web Pager or the From: address of the email.

    Message – This listview will contain the actual message sent. The
      first line will always contain the subject of the message. If the
      Web Pager format was used, the second line will contain the IP
      address of the sender. This will be followed by the actual message.

System Message

  The System Message is used by Mirabilis, so far, to announce new features
  to their website. STRICQ requests a System Message the first login after
  program startup. Historically, there are about 7 System Messages. Once
  you have seen all seven, no more will pop up. At least until Mirabilis
  adds a new message.

    Message Listview – This listview displays the ad message or whatever
      Mirabilis wants you to know about.

    URL Button – Mirabilis will set up a webpage giving more information
      about this ad. Click this button to open your configured browser
      with the specified webpage.

    OK – This simply closes the System Message window.

Search For User

  This window is opened by the
                Search UIN
                  menu item or the
                Add
                  button
  on the main contact list window. Using this window, you can search for
  other ICQ users three different ways. The first is simply a UIN search

if you already know the user's UIN. The next is using E-Mail, and the
final method is using a combination of Nick, First, and Last name.

   Search UIN - Tick this checkbox and you are searching for a specific
      UIN. The other entry boxes will be ghosted.

   UIN - Enter the UIN you want to add to you contact list here.

   Search E-Mail - Tick this checkbox and you are searching for a specific
      E-Mail address. All other boxes will be ghosted.

   E-Mail - Enter the E-Mail address of the person you are searching for.
      Enter the whole address, no partial or wildcard searches are allowed.

   Search Name - Tick this checkbox and you are searching any combination
      of Nick, First, or Last name.

   Nick - Enter the nick of the person you are searching for.

   First - Enter the first name of the person you are searching for.

   Last - Enter the last name of the person you are searching for.

   Start Search - After entering the search parameters, click this button
      to start the search process on the ICQ Server.

Search Results

 This window will show the results of searches for E-Mail, Nick, First, or
 Last name. No more than 40 hits will ever be returned by the ICQ Server.
 If the person you are looking for is not in the 40 search hits returned,
 there is no way to find the person. Try refining the search by adding
 more specific information, if known.

   Search Hits Listview - This is where the information about the found
      search hits will be listed. The fields returned are UIN, Nick,
      First and Last name, E-Mail address, and finally, the user's
      authorization required flag. Remember, STRICQ ignores the auth-
      orization flag when adding a user to your contact list.

   Search Status Textbox - This box will show how many search hits were
      found and will also show search complete when the last packet is
      returned by the ICQ Server.

   Add / Update Contact List - Select a returned search hit in the list-
      view and click this button to add the user to your contact list. If
      the user is already in your contact list, the current information will
      be added to the contact's information stored on your local disk.

   Get Userinfo - Select a returned search hit in the listview and click
      this button to grab all available details stored on the ICQ Server.
      This will open the User Information window where the info will be
      displayed.

1.11   Message History Window

```
            Message History
```

More controls will be added to this window at a later date to give the same
functionality here as given in the user window
            History Tab
            .

Current UIN/Nick – This text box is at the top of the window and shows the
   UIN and Nick of the message log currently displayed in the listview.

Stored Log Listview – This listview is on the left side of the window and
   shows all currently stored message logs. To view a log, double-click the
   entry in the listview.

Displayed Log Listview – This listview is on the right side of the window
   will display the currently selected message log.

1.12   Incoming Message Window

```
            Incoming Messages
```

Message Display – Shows all sent and received messages since STRICQ
   started. Here are the column breakouts:

      Sender – Shows who sent the message, including yourself.

      Time – Shows the time the message was sent locally or the time
        the message was received locally. This column can optionally be
        configured to be shown or not.
              Preferences window
              , Options Tab,
        Options Tab,
              Show Message Time
              .

      Message – This column shows the message sent or received. Since this
        is a global message window, all sent messages are also tagged with
        an extra line showing who the message was sent to.

        Underlined URLs can be double-clicked to open your configured web
        browser with the received URL.

        In order to designate who to send a message to, click on the line
        containing the message with which you wish to reply. As new messages
        are received, the highlight line will change to the new message which
        changes the message and nick with which you will be replying. Once
        have started typing something into the Message Textinput box, the
        highlight will NOT move to any new messages that might be received.
        This 'reply message lock' prevents you from sending messages to the
        wrong receiver in most cases.

Reply – This button opens a seperate window which can be used to enter

messages containing more than one line to be sent to the currently
highlighted message's sender. Here is the description of this window:

   Reply To Textbox – This shows the UIN and Nick of the recipient of the
      message.

   Message Entry Textinput Box – This is where you type your message.
      Multiple lines are allowed. However, as of this writing, only the
      first line of the message will be seen locally, but the recipient
      will see the whole message. Press TAB+Enter to send the message.

   Send This Message – Click this button to send the message to the
      recipient.

Get Info – Select and highlight a message in the message display listview
   then click this button. This will open the
                  User Information
                   window
   which will be filled with the information stored on the ICQ Server.

Remove Message – Remove the currently selected message from the message
   display listview.

Clear Messages – Clears all messages from the message display listview.

Authorize –
                  Authorize
                   the sender of the currently selected message to add
   you to UIN to their contact list.

Send URL – This button opens a seperate window which can be used to enter
   a URL and its description to the currently highlighted message's sender.
   Here is the description of this window:

   Send URL Textbox – This shows the UIN and Nick of the recipient of the
      URL message.

   Description – This will be the description of the URL to be sent.

   URL – This is the actual URL to be sent.

   Send This URL – Click this button to send the URL message to the
      recipient.

Reply Message – Highlight a received message in the message display listview
   then enter a reply message into this Textinput box. Pressing return will
   send the message to the recipient.

Sent To – Displays UIN and nickname of the recipient of your next message.
   This text box changes each time a new message is received and you have not
   started entering a message into the reply message Textinput box. Also,
   clicking on messages in the message display listview will cause this text
   box to change.

1.13   User Information Window

```
              User Information
```

```
This window appears when you press the
              Refresh
               button on a user's contact
window, the
              User Info
               button on the Incoming Message's window, or the

              User Info
               button on the Search Results window.
```

```
   Basic Information Tab

     UIN - The UIN of the user being displayed.

     Nick - The user's nickname.

     First - The user's first name.

     Last - The user's last name.

     E-Mail - The user's e-mail address.

     Auth. Required - Does the user require authorization for Mirabilis client's
       to add his/her UIN to the contact list?  This does not apply to STRICQ.

   Extended Information Tab

     City - User's City.

     Country Code - User's Country.

     Time Zone - User's GMT offset time zone.

     State - User's state or province.

     Age - User's age

     Sex - User's gender.

     Phone - User's phone number.

     Home Page - User's home page.  Click on this button to open your configured
       browser with the user's home page.

     About - A short message the user entered about him/herself.

   Add / Update Contact List - This button will either add the user to your  ←
       contact
     list or update the contact with the current information if the contact is
     already in your contact list.
```

1.14   Chat Mode Related Windows

                    Incoming Chat Request

  This window appears when a user sends you a chat request.

    Chat Reason Text Box – The reason why the user wants to chat with you
      will appear in this area.

    Reason For Refusal Textinput Box – If you do not want to accept the
      chat request, enter a short text why you do not want to chat.

    Accept – Click this button to accept the chat request and enter into
      chat mode.

    Refuse – Click this button after entering a refusal reason to notify
      the requesting user of your refusal.

Outgoing Chat Request

  This window appears after selecting the
                Chat
                 button from a users individual
  contact window.

    Enter Reason For Chat Textinput Box – Enter a short reason here for why you
      are requesting a chat.

    Send – After entering a reason for chat, click this button to actually
      request the chat with the other user.

    Cancel – This button closes the Chat Request window and cancels the
      request.

Chat Mode

  The Chat Mode window is divided into two halves. The upper half is where
  you will see the other end or incoming half of the conversation. The bottom
  half of the window is where you, the sender, will type your half of the
  conversation.

    Incoming Text Box – The nick of the person you are currently chatting with
      will appear in this area.

    Incoming Textinput Box – This is where all conversation entered on the
      other end will appear. Do not type or click into this window. The scroll
      bars on the incoming box will work normally.

    Outgoing Text Box – Your nick will always appear in this area.

    Outgoing Textinput Box – This is where you will type all your end of the
      conversation. Do not change the cursor location, as this will also change
      the location of new entered text. To beep the other end, press CTRL-G.
      The scroll bars on this outgoing box do not work.

Clear Recv - This clears all text in the Incoming Textinput box. Use this
   if, after a long conversation, the window becomes sluggish.

Clear Send - This clears all text in the Outgoing Textinput box. Use this
   if, after a long converstaion, the window becomes sluggish.

Wrap at 70 - This sets the word wrap column. It defaults to 70 everytime.

End Chat - This button will end chat mode. Chat mode will also end if the
   other end clicks this (or equivelant) button as well. The Chat Mode
   window's close gadget also has the same effect.

   When the End Chat process occurs, a requestor will appear asking if you
   would like to save the chat mode conversation. If you do want to save
   the conversation's text, answer 'Yes' and the text will be saved to the
   UIN's history file which can be read from the
               History Tab
                of the user's
   individual contact window, or from the main
               History
                window.

1.15   FileDirect Related Windows

                    Incoming FileDirect Request

  This window appears when a user sends you a FileDirect request.

   FileDirect Text Box - The name of the file to be sent to you, or, if
      more than one file, the number of files to be sent, followed by
      a short description of the file(s) will appear in this area.

   Reason For Refusal Textinput Box - If you do not want to accept the
      files, enter a short text why you do not want them here.

   Accept - Click this button to accept the file(s) and begin the transfer.

   Refuse - Click this button after entering a refusal reason to notify
      the requesting user of your refusal.

Outgoing FileDirect Request

  This window appears when you choose the
               FileDirect
                button from the command
  popup from an individual contact window. Use this window to choose the
  files to be sent.

   File List Listview - This listview displays the path, filename and number
      of bytes of each file you have chosen to send.

   File Count Text Box - This is directly under the File List listview on the
      left side. This area keeps a running count of all the files you have

chosen to send.

File Size Text Box – This is directly under the File List listview on the
   right side. This area kees a running total of all the file's sizes that
   you have chosen to send.

Add File(s) – Clicking on this button brings up a mult-selectable file
   requestor. You can choose as many files as you want. Also, you can
   click this button multiple times to add files from different directories
   as many times as needed before actually sending the files to the recipient.

Remove File – If you decide you do not want to send a particular file to
   the recipient, just click the file in the File List listview and then
   click this button to remove the file.

File Description Textinput Box – Enter a short description of the files
   that you are sending.

Send – Click this button to actually begin the filetransfer process. A
   message will be sent to the recipient asking for acknowledgement. If the
   recipient refuses the files, a requestor will open with the refusal
   reason. Otherwise, the actual FileDirect transfer will open and display
   the current status of the transfer.

Cancel – Click this button to cancel the FileDirect request, the window
   will close.

FileDirect Transfer

  This window shows the progress of any incoming or outgoing file transfer.
  Quite a few items are tracked in this window, here is there description:

   Filename – This is the current filename of the file being transferred.

   Files – This shows which file is currently being transferred. You will
      normally see displays of 1/1 or 1/3 then 2/3 then 3/3, etc.

   Directory – This is the directory and path of the file that is currently
      being transferred. On incoming transfers, this is the directory where
      the file is being stored.

   Status – This is the status of the transfer. There are several listed
      below:

      Listening – The transfer is still in the initialization phase.

      Sending / Receiving – Indicates you are either sending or receiving
         files.

      Skipping – Either the sender or the receiver has decided to skip the
         current file before the transfer is finished and to go on to the
         next file.

      Aborted – The entire transfer process was aborted.

      Paused – The Speed slider has been moved all the way to zero.

Finished – All files have been transferred sucessfully.

File – This gauge indicates visually and in percentages how much of the
current file has been transferred.

Size – This indicates in the form 'xx Bytes of xx' how much of the
current file has been transferred.

Batch – This gauge indicates visually and in percentages how much of all
files to transferred has been transferred.

Size – This indicates in the form 'xx Bytes of xx' how much of all files
to be transferred has been transferred.

Elapsed – This keeps track of how much time the transfer of all files has
taken in the form of HH:MM:SS.

Remaining – This gives a rough estimate of how much time the transfer of
all files will take in the form of HH:MM:SS.

CPS – This gives a rough estimate of the current characters (or bytes)
per second the transfer is acheiving.

Speed – This sets the speed of the file transfer. It ranges in percent
from 100%, no packet delay, to 0% which is 'Paused' mode. Starting at
99% a .05 second delay between each packet sent will slow the transfer.
So, 98% is a .1 second delay, 97% is .15 second delay and so on.

Skip File – During transfers of only one file, this button will be ghosted.
When sending more than one file, this will cause the sender to stop the
current file and continue on to the next file to be sent.

Abort – This will stop the entire transfer process. The FileDirect
Transfer window's close gadget has the same effect.

1.16   Long, long ago in a galaxy far, far away...

0.136:

Added:

o Ignores duplicate packets from the server
o Ignores previous searches if another is started before the last completed

0.138:

Bugs:

o Oops, introduced a bug that the current search is ignored as well

0.146:

Bugs:

o Contact list now updates when a new person is added after going online
o No more strange IP, Port, or Status numbers

Added:

o Now calls Intuition's DisplayBeep() function when a message arrives

0.149:

Bugs:

o Ok, NOW the status shows up properly instead of strange numbers

0.166:

Added:

o Password change button on prefs window to change your pw on the server
o Put a Notify Command in prefs, will be called each time a message arrives
o Put a one line Textinput box at the bottom of the message window, now
  you can send messages without using the mouse (Thanks to Bjorn Hagstrom)

0.171:

Bugs:

o The one line Textinput and Send To Text box may have bugs associated,
  I've fixed one, but there may be more

0.186:

Bugs:

o if The total length of Nick + UIN + 1 was greater than 20, a GURU was
  sure to come

Added:

o Status changes, and yes, Invisible == Offline

0.239:

Added:

o Colors for each status type to easily know who is what
o Message to user lock, while typing a message to someone, a new message
  won't cause you to send to the wrong person
o Send URL messages appear in the Message History list, double-click to
  execute the send to browser command
o You need to edit the SendBrowser.rexx script to fit your system paths

o AutoOnline config item added to prefs
o Authorization messages including an Authorize button, click on the
  line in the Message History window then click Authorize
o Log window no longer opens on startup
o New status line above Contact List shows current status, Online == UIN
o If a user is shown as Offline, but an online message appears from that
  user, the status will change to Invisible

Open:

o Offline messages do not seem to be coming in, this could be STRICQ
  or Mirabilis' server, I do not know which
o Going offline while in a status other than Online then going back
  online will cause the status cycle gadget to reflect the wrong state

Untested:

o URL Messages and send to browser script
o Authorization messages

0.244:

  Bugs:

o One of the UIN's for offline messages wasn't set properly
o The log off packet was malformed, been that way since the beginning, this
  fixes the offline messages bug
o Going offline then online in a status other than online will still show the
  current status instead of just Online

  Added:

o Auto open the log window (Prefs option)
o Auto reconnect when the server drops you (Prefs option)
o UIN of message sender passed as argument to Notify Command, use %ld for
  argument placement in the command

  Working:

o With some help from SuperAmigaMouse's friend, URL Messages and Send to
  Browser were determined to be fully functioning

0.258:

  Added:

o Prefs option to change the Contact list to just Nick and Status
o Send URL button
o URLs are now underlined

  Changed:

o All Prefs and the Contact List are saved with Settings -> Save Prefs menu
  command

0.322:

  Bugs:

  o The "End of Search" packet is now recognized
  o Which also solved the enforcer hits associated with searches
    sigh ... pointers ... :)
  o Auto reconnect was broken ... pointers ...

  Changed:

  o After messing with the login packet, STRICQ now IDs itself as a Win3.1
    client, I think...
  o IMPORTANT: When upgrading from v0.258 you must rename "Colors.cfg" to
    "Config.cfg", Sorry :(

  Added:

  o Extended info queries are new and sent concurrent with the short info
    request so they work as one query
  o User online notification command which takes the UIN as an argument, use
    %ld for the argument placement
  o ICQ advertising :) To view, open the "System" window after each FIRST
    login after running STRICQ
  o Away messages for all online status possibilities
  o ICQ server listing
  o ICQ server query (Why? Because it was there...) It always returns the
    same info no matter which server you use from the server listing
  o Personal Web Communicator messages are now recognized
  o No longer requires an active TCP stack online before starting, can be
    placed in WBStartup if desired

  Working:

  o Authorize works just fine

0.375:

  Bugs:

  o No more than 125 contacts could be used at a time, fixed by sending
    multiple Contact List packets for each 125 UINs in the contact list

  Added:

  o Individual logging of message traffic per Nick/UIN, double-click entry in
    the contact list to view history
  o Userinfo window now has a button for the home page line
  o Now able to change your basic info
  o Now able to change your extended info
  o Quitting STRICQ now properly logs off the server before shutting down
  o Configurable time column in the message window
  o Registering a new user is now possible

  Known Bug:

o STRICQ can be started while offline, but the TCP stack must be already
  be loaded, will try to get it to load without bsdsocket.library later on

0.445:

  Bugs:

o Received URLs were not logged.

  Added:

o Multiple UIN support. All config files have been moved to a new directory
  PROGDIR:Users/<uin>/ and the logs are stored in PROGDIR:Users/<uin>/Logs/
  This will cause problems for everyone already set up, but it will be
  necessary to move your current config files to match the new storage
  setup. This is what took so long to get working
o Your Authorization status is now changable along with your basic info
o A directory list so that all log files can be read at once
o Can now grab and fill in your basic and extended userinfo from the server
o Log files now get the Nick or UIN as the comment
o Added a Get Userinfo button to the search results list window.
o Added a new notify command for System Messages (No arguments are passed)
o Started support for "See me when Invisible" and individual personal UIN
  comments

0.560:

  Changed:

o Moved online status selector gadget to the main contact list window
o Removed the "Send Message" and "Send URL" buttons from main window
o Can now select multiple UINs in the contact list for messaging or
  deleting
o Iconification will no longer cause the server to drop the client
  into offline status. All functions will continue to work normally and
  incoming messages will cause STRICQ to uniconify itself
o Main message window now pops open when a new message arrives AND the
  sender's UIN is NOT in your contact list
o There is a new method of storing a user's information, this version of
  STRICQ will auto convert between the old and new format at startup.
  If you want, you should make a copy of your Contacts file in your UINs
  storage directory
o The Remove Contact button on the main contact list window will now
  also delete the history file and information file

  Added:

o Individual UIN user windows. For now, each user window has five tabs:
  o Dialogue – All sent/recv'd messages for this UIN appear in the list
    very much like the main message window. The Remove Message button will
    remove the selected line from the message list. Clear Messages will
    remove all messages at once. The Authorize button will allow a PC or
    Mac ICQ user to add your UIN to their contact list if you require
    authorization. This button can be used even if the user is offline.

The tick box at the end of the message entry field can be used to
send messages from this user window to all users selected in the main
contact list window at one time.

o Send URL – Enter a URL and its description here. The Send This URL
  button actually sends the URL to the user
o Userinfo 1 – This shows all the basic information to include the user's
  online status and IP:Port address. The Load button will re-load the
  user's info from your local disk. The Save button will save ALL the
  current user's stats to your local disk. When the UIN Options page is
  added, they will also be saved with this button. The Query Server will
  grab this user's latest info from the server
o Userinfo 2 – This is just the user's extended info. All info on this
  page is also controlled by the buttons on the Userinfo 1 page
o History – All previous messages sent to/from this user can be viewed
  here. The Load button will actually load the history file into the
  list. The Remove Line button will remove individual messages from the
  list. The Clear button removes all messages from the list. The Save
  button will save the current list contents back to disk. The Delete
  button will delete the user's history off the disk

0.688:

 Added:

o When someone not in your contact list sends you a message, that person's
  UIN will show up in your contact list as a New User. To permanantely add
  the UIN to your contact list you must press Query Server and Add/Update.
  If you do not do this, the new UIN will be lost when you exit the program
o There is a new page in the prefs window called Defaults. In future
  versions this page will be used as a set of default prefs for the user
  windows. Right now, there is only one option, Message Pop-Up. When
  selected, an incoming message will cause that user's window to open,
  otherwise it will stay closed and the user's nick will become bold in the
  contact list
o TCP Messaging. TCP messages are client to client messages that bypass
  the ICQ server. The TCP protocol is the basis for chat and file transfer.
  At this time, only Miami users will be able to take advantage of direct
  client to client messaging. This version will auto-detect Miami and use
  the TCP routines. If miami.library is not present, STRICQ downgrades
  itself to work like pre-0.560 versions
o Active Sockets window. This window shows a list of all currently open
  TCP sockets, the nick it belongs to, whether the connection was made "In"
  to your computer or "Out" of your computer, and the IP:Port address of the
  user connected to
o The main message window now has a prefs option to auto-open on program
  startup
o There is a new Offline Notify command. ICQ itself does not have an
  offline sound, so there is no sound provided for this event. The UIN
  is passed as an argument, use %ld for argument placement
o There is a new Message Parse command. Upon every receipt of a message
  this script will be called with two arguments, first, the incoming UIN,
  and second, the filename that the RAW message is stored in. I call this a
  RAW message, because URLs arrive as normal messages. And there are other
  messages like URL messages that need parsing. Please refer to the
  included ParseICQMessage.rexx script for some more details. There are no
  arguments that can be added to this command, the UIN and filename are

always added before executing the script

Bugs:

o Removed enforcer hits and finally killed the disappearing server prefs
  associated with the enforcer hits and Mirabilis' System Messages
o Removed the enforcer hits associated with the Add/Update button when
  adding a new user to the contact list
o Fixed the cause of the freezes associated with v0.643 Beta
o Fixed the UIN passed to the Message Notify script. In 0.643/647 beta the
  UIN was always passed as 0

0.722:

  Added:

o Individual UIN comments. The comment object is located under the
  Comments tab in the user windows. The comments are limited to 512
  characters, but for now keep them below 256. If you make any changes
  you must press the Save button on the User Info 1 page to send the
  comment to disk
o Flash and Urgent TCP messages are now recognized, but they are not
  afforded any 'special' attention at this time
o TCP Chat and File transfer packets are now recognized and ignored,
  Cancel packets are still not recognized
o The total number of contacts in the list is now updated for each
  addition and removal to the list, the word "Contacts" was removed
o TCP messages from an Offline or Invisible sender now changes the sender
  to Invisible status in the contact list
o Send2Browser.rexx script replaces the previous sendbrowser.rexx

  Changed:

o The contact list is no longer updated for every message
o User windows will no longer become active if the window is already open
  and a new message is received
o Nicks will no longer be bolded in the contact list if the Incoming
  Messages window is open when a message is received
o Initial User Online packets no longer trigger the notify event
o Offline Message packets no longer trigger the notify event (The Parse
  Message script is still called, though)

  Bugs:

o Both the URL send and receive routines were broken
o The ASCII char 0xFE (254) is no longer filtered from non-URL messages
o The timehack on TCP sockets is now properly stored (This bug caused a
  TCP socket to either timeout immediately after being opened or the
  socket would never timeout. Now, OUTGOING (only) sockets timeout and are
  closed after six minutes of inactivity)
o The Incoming Messages window was not scrolling to the bottom message
o May have finally killed the enforcer hit when hitting Add/Update while
  the UInfo window is still empty

  Open:

o The User Windows will still not reflect an Invisible status

0.773:

  Added:

  o The User Windows will now show an Invisible status
  o Messages sent by an invisible PC/Mac user are now recognized (0x0090)
  o Lamp.mcc is now used as the method of message notification when user
    window popup is disabled and the Incoming Messages window is closed.
    For this release, this is how the Lamp.mcc configurable colors are used:

~~~~Lamp.mcc~~~~STRICQ
~~~~------------~---------------
~~~~Off~~~~~~~~~No new messages
~~~~Ok~~~~~~~~~~One new message
~~~~Warning~~~~~Two new messages
~~~~Error~~~~~~~Three new messages
~~~~Fatal Error Four or more new messages

  Changed:

  o Complete rewrite of the package notification method. Upon the advice
    of Holger Kruse, I've changed the routines to be more compatible with
    other TCP stacks. This means that almost all TCP stacks will now work
    with STRICQ. I've done some extensive testing under AmiTCP/NetConnect2
    and the direct client to client messages worked very well. For those
    that might want to know, I was using GetSocketEvents() and have changed
    to using WaitSelect()
  o The ICQ prefs, Basic and Extended, in the STRICQ prefs and userwindows
    are now grouped together under one tab. The Basic and Extended pages
    are sub-tabs under the main tab

  Open:

  o URLs still not added to the history file
  o The Contact List count is not reset to zero when switching UINs
  o TCP cancel packets are still not recognized (0x07d0)
  o When messages are forced to fallback from TCP to UDP, the STRICQ debug
    window will open. Ignore it

0.783:

  Added:

  o Busy.mcc to indicate the status of message transmission.

0.894:

  Added:

  o Real Time Chat Mode! A lot has been added here

    o An incoming chat request will open a window with the requesters reason

for chat at the top. Underneath is a text box to enter a reason to
refuse the chat. Pressing Accept will start the chat mode, and pressing
Refuse will send your entered refusal reason to the sender and cancel
the request
   o To request a chat with someone, press the Chat Request button on the
     user window. This will open a window where a reason for chat can be
     entered. Pressing Send will initiate a Chat request with the person the
     user window belongs too. Pressing Cancel will close the Chat Request
     window without sending anything to the receiver
   o The Chat Window itself is divided into two halves. The upper half is
     for the other end of the connection. All received text will appear
     here. The bottom half is where you type your outgoing text. Pressing
     CTRL-G will cause the other end to run the Chat Beep command

o Under Notify prefs, added a Chat Notify and Chat Beep commands

Changed:

o Moved the Servers tab to the ICQ tab
o Moved the Program options to the Defaults tab and renamed it Options

Bugs:

o URLs are now saved in the History
o The Contact list is reset to zero when switching UINs
o TCP Cancel packets are now recognized and used
o The TCP fallback to UDP message has been removed

Open:

o Incoming messages can cause STRICQ to lockup while iconified

0.960:

  Added:

o ARexx interface. See the included STRICQRexx.doc for command(s)
o A lot of other small changes I don't remember right now

  Changed:

o Removed Connect and Disconnect buttons and related menu items. Online
  and Offline status is now set via the cycle gadget (and IMHO is a LOT less
  conveinent)

  Bugs:

o Fixed to two very bad bugs associated with sockets. The bugs have been
  there for a while, it just took chat mode to find them. These two fixes
  should make for better incoming chat connections with PCs and Macs.
o Fixed a bug in that a second user search with the Add Contact window would
  cause a guru. (This was introduced when I added the Lamps, FYI)
o The de-iconify bug is fixed.

0.971:

Added:

o Added prefs option to change the sort method of Activity window.

Bugs:

o Fixed a few bugs associated with chat mode. Still some left, though.

0.1010:

Added:

o Configurable Contact List columns. See Prefs -> Options -> List.
o Ignore UIN list. See Prefs -> Ignore.
o Associated with the Ignore list is a new button on every user window called
  ... "Ignore". Press it, and the UIN of the window you pressed the button
  in will be added to the Ignore list.
o There is a surprise in the About window. Now aren't you glad you read the
  docs?
o Took advantage of a flaw in the ICQSpoof program which allowed the addition
  of spoofing protection. Spoofs will be ignored and a debug window will open
  showing the real IP of the spoofer.
o Several new online status' were created with the release of ICQ99a. These
  new status' will appear with '99a' on the end of the status text, users in
  one of these status' will sort in the contact list differently. (for now)
o Special thanks to Jody Z Vogel for the rendered image. A good friend and
  co-worker. An avid Mac-Lover, but friend enough to put the boing on his
  Mac!

Changed:

o Removed the word "Contact" from the Add and Remove buttons on the main
  window.
o Busy bar now disappears when not in use.

Bugs:

o Fixed yet another bad bug associated with socket management.
o General cleanup of small bugs as I found them.

0.1155:

Added:

o File Transfers are here!
o Added the "Prefs" page to the "User Info" page of the user windows.
  Currently, this page only contains one item, "See Me Invisible". As of
  this release, the check does NOT work and should not be used.
o Added two new global options to the "Prefs" -> "Options" page.
  > "Enable Web Presence" is supposed to turn on your online/offline
    indicator on your white page. As of this release, I do not think it
    works.
  > "Hide IP" turns on the hidden IP mode in REAL ICQ clients.
o STRICQ will now show "Hidden" in place of IP:Port info for those users

with the "Hide IP" option turned on. The IP address (not the port) is
still accessible via ARexx.
o There is a new notification that is called when a file transfer request
  comes in.
o Just underneath the new notify command is the "Base Download Dir".
  With this you can speficy which directory all received files will be stored
  to.

  Changed:

o Status cycle gadget now reflects the correct status when the server
  tells STRICQ to logoff and auto-reconnect is turned on.
o Removed all action buttons from the Dialogue page of the userwindows.
  A new pop-up gadget has been added to the bottom right corner of the user
  window. When clicked it shows the following buttons: "Authorize", "Chat",
  "Clear Messages", "FileDirect", and "Ignore". These are all the same
  buttons as before with the addition of "FileDirect" which initiates the
  file send process to the user.
o Hopefully got some better CycleChains going along with a few
  ActiveObjects added in.

  Bugs:

o Fixed logging and staying logged on problem.
o Fixed (hopefully) crashes when a dynamic window is destroyed.
o Status line will now show "Offline" when set to offline mode after an
  unsuccesful login attempt.

0.1173:

  Bugs:

o Fixed logging and staying logged on problem.
o Fixed (hopefully) crashes when a dynamic window is destroyed.
o Status line will now show "Offline" when set to offline mode after an ←
    unsuccesful
  login attempt.

0.1275:

  Added:

o Message forwarding from the Dialogue page is now available. Click and select
  the message you wish to forward. (If it is a URL message, click on the line
  containing the URL, not the description) Select all those you wish the ←
    message
  to be sent to in the contact list. Open the commands pop-up box on the
  Dialogue page and click the "Forward" button.
o Can receive (but not send) "Send UIN" TCP packets from ICQ99a clients.
o Multi-Line message input boxes (Prefs option) for the Dialogue window. This ←
   is
  rather a "kludge" and bears some explanation: In Multi-Line mode, all RETURNs
  will be sent to the other end and seen as typed, but not all of the text will
  appear in the dialogue window locally. This is an incompatibility with NList
  that I hope to have resolved in the future. Also, because of the way

Textinput.mcc works in Multi-Line mode, the "Send" button must be used to send
the typed message to the receiver. TAB+RETURN can be used to activate/press ←
    the
button while in the Textinput gadget. As user windows are CREATED they will
reflect the current state of the Prefs Tick Mark and will not change until ←
    STRICQ
is shutdown.
o The message notify lamp can now be either Lamp.mcc or TWFmultiLED.mcc (both on
   Aminet.) The status of the Prefs Cycle Gadget is read at program startup.
   Changing the Cycle's status will not change the lamps until the next start of
   STRICQ.
o Internally, the packet creation method is being changed. Packets created ←
    using
   the new method will be stored until the server ACKs the packet, otherwise the
   packet will be resent to the server every 5 seconds until the ACK arrives. ←
    This
   is reflected in the Log window (Client to Server) by the new Packet and Resend
   columns.
o Internally, the packet receive method has been changed to store packets for ←
    later
   processing by STRICQ until all packets in the current "batch" have arrived. ←
    This
   is reflected in the Log window (Server to Client) Packet column, as the packet ←
     is
   processed, the 'Yes' will change to 'No' and the packet will be removed from ←
    RAM.
   Also, if the server feels it necessary to send a packet to your client more ←
    than
   once, this count is reflected in the Resend column.
o Here are the settings used by TWFmultiLED.mcc in STRICQ:

   TWFmultiLED.mcc STRICQ
   --------------- -----------------
   Inactive   No new messages
   Active   One new message
   Loading   Two new messages
   Error   Three new messages
   Panic   Four or more new messages

Changed:

o Quite a few internal changes have been made.
o Will now accept a TCP packet sent from the LICQ clone as a normal packet.
o The Contact List should now work no matter how many contacts are in it.

Open:

o Register a new UIN is no longer working. This is a priority to fix!
o The 0x001E packets that appear when a userinfo is requested are still not
   recognized. My assumption on these is that the server is too busy or ←
    something
   of this nature. Try changing servers in the Prefs.
o A Multi-User chat request packet is recognized, but nothing else has been done
   internally to STRICQ, so don't get your hopes up yet! :(

0.1278:

Changed:

o Hopefully fixed the source of all those enforcer hits.
o Fixed the display of IP:Port in the Active Sockets window.

Open:

o The recoverable alerts are still there.
o UIN Creation still doesn't work.

0.1290:

Changed:

o Fixed the source of the recoverable alerts after a forced log-off and
  auto-relogon is enabled.
o Fixed the new user registration broken packet problem. This version
  can correctly create a new UIN.

Open:

o There are still two enforcer hits during login, my advice, "Live with them." ←
  :)
o Seriously, I will continuouly attempt to find the cause.
o There are a string of enforcer hits associated with adding a contact to the
  contact list before the 'extended info' packet arrives. Since this portion of
  the program is due to be completely changed soon, I will not spend time on ←
     fixing
  them.

0.1295:

Added:

o Four new ARexx commands: SENDMESSAGE, WINCONTROL, ADDFILE, FILEDIRECT. See
  the STRICQRexx.doc for full documentation.

Changed:

o The GETCONTACT command now returns the current status of the requested UIN.

0.1371:

Changed:

o File transfers got a pretty good overhaul. Here's a list of things that got
  fixed in the realm of 'FileDirect':

  o Was not checking for buffer overflow during file send. This was causing the
    strange packets and wrong filesizes. The fix is untested under AmiTCP, but
    works great under MiamiDx.
  o File send now runs off of timer.device. You will no longer need to jiggle ←
     the

speed slider or send a message or open a window to kick off the transfer. ←
    You
  can also set the speed slider to any speed you want and it will never stall
  out.
    o Fixed a problem with aborting file sends causing a GURU.
    o Fixed a problem with skipping a file send not causing the next file to be ←
      sent.

o Several of the ARexx commands got bugs fixed or new options added. Check out ←
  the

            ARexx docs
             included in this guide.
o The Country Code prefs item now sports a new pop-up listview where you can ←
   select
  your country from STRICQ's internal list. Now you don't need to know your
  countries dial code, or whatever Mirabilis uses for your country.
o Message Parse command has been renamed to Message Post Parse.
o The Show Message Time prefs option now DOES affect the individual contact ←
   windows.
  Each window will reflect the status of the checkbox when the window is created ←
      .
  Changing the check box will NOT change already created individual contact ←
      windows.
o Discovered the reason why, long ago, STRICQ would seem to loose connection ←
   with
  the ICQ server for no reason. Now, all 'Ping Server' packets are logged in ←
      the
  STRICQ Log window and resent if they are not acknowledged.
o STRICQ will now take itself offline if it cannot get the ICQ Server to ←
   acknowledge
  a packet after six tries.
o Fixed the multiline message send to PC users. The C/R+Linefeed pair are now ←
   left
  intact instead of being changed to SPACE+Linefeed.
o Dozens of other fixes that I can't even begin to think about right now...

Added:

o STRICQ now tracks everyone's timezone. Be sure to set your correct GMT offset
  timezone and save the change to the ICQ Server.
o Speaking of timezones, STRICQ now can show message times in the form of ←
   Internet
  Time. This is the new world-wide time scheme invented by Swatch. Check out ←
      their
  webpage at http://www.swatch.com/ for more information. Internet Time ←
      requires that
  your Timezone is set correctly in your prefs!
o Two new command scripts. One is executed at program startup, the other is ←
   executed
  at program shutdown.
o Added REAL support for the Web Pager and E-Mail Pager messaging system. ←
   Instead of
  seeing a UIN 10 appear in your contact list, a new Pager Window will open ←
      showing
  the message sender's name, email address and the message itself.

o Added a new command to be executed BEFORE a typed message is sent to the ↩
  recipient.
  It is the ARexx script's responsibility to use the ARexx SENDMESSAGE command ↩
    to
  actually send the message on after any processing.

Open:

o Do Not, I repeat, Do Not attempt more than one transfer with a single UIN at ↩
  the
  same time. This WILL cause a crash. The file transfer window is not created
  dynamically, the data storage area used is only ever allocated once per UIN.
o Can't figure out what this UIN 767 is as I've never seen it myself. If you ↩
  get
  a packet from the server with UIN 767, STRICQ will dump the packet to the ↩
    debug
  window.
                    PLEASE send me this packet dump!
                     If you get something about UIN 767 and
  the debug window does NOT open, let me know about that, too!
o Auto-Reconnect is probably still not working.
o There are still enforcer hits during login and at random times during incoming
  ICQ Server packets. Ignore them for now. There is NO easy fix for this hit.
  This actually seems to be a genuine bug of MUI and not STRICQ, but I'm not ↩
    100%
  sure about it.
o The remove contact from the contact list function still tries to remove the ↩
  first
  contact in the list. This is NOT a bug in STRICQ, this is a problem within
  NList! I've contacted the author on this with no response.

TO DO (Please help me fill this list :)

  o Multi-User Chat mode (Next up)

  o Random chat

  o Remove UIN from server capability

  o See Me Invisible list (Added, doesn't work) ... (or did it?)

  o Do Not See Me Visible list

  o Don't require bsdsocket.library to startup.

  o Auto online on network connection

1.17 STRICQ Support

Mailing List

  STRICQ has it's very own support mailing list where you can read all about
  the latest features, feature requests, and bug reports. Announcements about
  new versions and beta versions will be sent to the list at the same time

as the main support site is updated. The mailing list has an average
traffic of about 25 messages a day.

Send an email message to: majordomo@owlnet.net

In the BODY of the message put: subscribe stricq-list@owlnet.net

To send a message to the list use: stricq-list@owlnet.net

EMail

Email: 1. stricq@owlnet.net

        2. mclaughd@kda.attmil.ne.jp

ICQ

UIN: 8083608

EMail: 8083608@pager.mirabilis.com

WWW: http://wwp.icq.com/8083608/

WWW

Main Site:

   http://www.owlnet.net/amiga/stricq/

Mirror Sites:

   http://surf.to/amigaicq/

   http://www.yodare.com/

   (Send EMail to one of those addresses listed above to add your site to this
    list.)

Snail Mail

Douglas F. McLaughlin
PSC 80 Box 13122
APO AP, 96367 (USA)

Since STRICQ is Freeware, many people have asked to send gifts. If you would
like to send a postcard, gift, money, or whatever, this is the address to use.

1.18 ARexx Interface For STRICQ

STATUS SET/K,GET/S,ALL/S,VAR/K

Arguments:

   SET – This keyword is used to set the status mode. The status must be one
     of the recognized status' returned by the ALL switch. Those status'
     that contain spaces can have the spaces replaced by an underscore '_'.

   GET – This switch will return the current status mode. If used in
     conjunction with the SET keyword, GET will return the current status
     before the SET is made. The returned status will be in the ICQRC
     variable.

   ALL – This switch will return all known status' that will work with the SET
     keyword. The total number of available status' will be returned in ICQRC.
     The individual status' will be returned in the ICQRC.0 to ICQRC.(ICQRC–1)
     stem variables. As a standard, the first status will always be "Online"
     and the last status will always be "OFFLINE".

   VAR – Give the name of a variable in your ARexx script and it will be used
     instead of ICQRC to set return values.

 Note:

   The GET and ALL switches are mutually exclusive. If used together, the ALL
   swtich takes priority.

 Returns:

   RC = 0 – Everything went fine.

   RC = 5 – SET did not recognize the status passed to it.

 Examples:

   STATUS 'SET=ONLINE'

   STATUS 'SET=FREE_FOR_CHAT'

   STATUS GET; SAY ICQRC

     Occupied

   STATUS ALL; SAY ICQRC' 'ICQRC.0' 'ICQRC.1

     8 Online Invisible

   STATUS ALL 'VAR=STATII'; SAY STATII', 'STATII.2', 'STATII.3

     8, Not Available, Free For Chat

GETCONTACT UIN/K,ENTRY/K,SELECTED/S,TOTAL/S,VAR/K

 Arguments:

   UIN – This keyword is used to provide the UIN of the contact you want
     information about. Stem variable is set to:

```
   ICQRC.UIN      - Universal Identification Number.
   ICQRC.NICK     - Nickname.
   ICQRC.FIRST    - First name.
   ICQRC.LAST     - Last name.
   ICQRC.EMAIL    - EMail address.
   ICQRC.CITY     - City.
   ICQRC.STATE    - State.
   ICQRC.COUNTRY  - Country of user or 'Unspecified'.
   ICQRC.PHONE    - Telephone number.
   ICQRC.HOMEPAGE - Homepage, generally a WWW URL.
   ICQRC.ABOUT    - Personal comment.
   ICQRC.AGE      - Age or 'Unspecified'.
   ICQRC.SEX      - 'Unspecified', 'Female', or 'Male'.
   ICQRC.COMMENT  - The local comment about this contact.
   ICQRC.IP       - If online, current IP address or '0.0.0.0'
   ICQRC.PORT     - Port associated with IP address.
   ICQRC.NEWMSGS  - Number of unread messages.  Cleared when window opens.
   ICQRC.STATUS   - Current status.  Different case as returned by STATUS.
```

ENTRY - This keyword retrieves the contact that is the specified entry in
   contact list. The returned information is the same as for the UIN
   keyword.

SELECTED - This switch will return the current selected user in the contact
   list. Remember, the contact list is multi-selected, this will only
   return the user the list cursor is currently on.

TOTAL - This switch will return the total number of contacts in the contact
   list. The actual useable range will be 0 to ICQRC-1.

VAR - Give the name of a variable in your ARexx script and it will be used
   instead of ICQRC to set return values.

Returns:

   RC = 0 - Everything went fine.

   RC = 5 - The UIN was not found in the contact list, the ENTRY was out of
      range, or there is no SELECTED entry.

Examples:

   GETCONTACT 'UIN=8083608'; SAY ICQRC.NICK' is currently 'ICQRC.STATUS'.'

      Black Fire is currently Online.

   GETCONTACT 'UIN=8083608' 'VAR=USER'; SAY USER.FIRST

      Douglas

   GETCONTACT TOTAL; SAY ICQRC

      543

   GETCONTACT 'ENTRY=0' 'VAR=USER'; SAY USER.UIN

      8083608

```
    GETCONTACT SELECTED; SAY ICQRC.NICK

      Black Fire
```

SENDMESSAGE UIN/K,MSG/K,URL/K,FILE/K,DEST/K

  Arguments:

    UIN – This keyword is used to provide the UIN of the contact you want
      to send a message. The UIN does NOT need to be in your Contact List.

    MSG – The message to be sent. It must be enclosed in quotes. If a URL
      is being sent, this will be the description of the URL.

    URL – This a WWW URL to send. It must be enclosed in quotes.

    FILE – Instead of using MSG to send a message, this keyword specifies a
      filename that holds the text of the message to be sent. This gets
      around a ReadArgs() limitation that prevents the MSG keyword from correctly
      handling messages that contain carriage returns and/or linefeeds. The
      FILE keyword takes priority over MSG if both are used.

    DEST – This keyword specifies where the message is to be sent. If this
      keyword is omitted, the default is BOTH.

      BOTH – The message will be sent to the recipient and seen in the
        local dialogue window as well.

      LOCAL – The message will NOT be sent to the recipient, but will show
        up in the local dialogue window, and stored to the history file only.
        Messages sent with 'DEST=LOCAL' will work even if STRICQ is offline.

      REMOTE – The message will be sent to the recipient only and will not
        show up in the local dialogue window or in the history file.

  Returns:

    RC = 0 – Everything went fine.

    RC = 5 – Either UIN/K or MSG/K is missing. Both are required.

    RC = 10 – The client is currently offline.

    RC = 15 – The filename specified by FILE was not found.

  Examples:

    SENDMESSAGE 'UIN=8083608' 'MSG="Hello. How are you"'

    SENDMESSAGE 'UIN=13944050' 'MSG="My home page."' URL="http://owlnet.net/amiga/ ←
        stricq/"'

    GREET = 'The current time is 'TIME()'.'
    SENDMESSAGE 'UIN=8083608' 'MSG="'GREET'"'

```
    SENDMESSAGE 'UIN=13944050' 'FILE=T:TempMsg'

    SENDMESSAGE 'UIN=8083608' 'URL="http://www.cucug.org/amiga/"' 'FILE="T:CUCUG. ↩
        txt"'

    SENDMESSAGE 'UIN=8083608' 'MSG="This is local only"' 'DEST=LOCAL'
```

```
WINCONTROL WIN/K,OPEN/S,CLOSE/S,UIN/K
```

  Arguments:

    WIN – This keyword is used to supply the name of the window to open. If
      the window to be opened is a user window, supply the UIN of the user.
      Remember that the user windows are created on the fly, each window
      opened will use more RAM. If the user window creation fails, an error
      will be returned. For other windows, use one of the predefined window
      names listed:

```
      ACTIVESOCKETS     – The 'Active Sockets' window.
      ACTIVITYLOG       – The 'Activity Log' window.
      FILEDIRECT        – The 'FileDirect Request' window.
      ICQPREFERENCES    – The 'ICQ Preferences' window.
      INCOMINGMESSAGES  – The 'Incoming Messages' window.
      MESSAGEHISTORY    – The 'Message History' window.
      PAGERMESSAGES     – The 'Pager Messages' window.
      STRICQ            – The 'STRICQ' window.
      STRICQLOG         – The 'STRICQ Log' window.
      SYSTEMMESSAGE     – The 'System Message' window.
      USERINFORMATION   – The 'User Information' window.
```

    OPEN – Supplying this switch will cause the specified window to be
      opened. If neither OPEN nor CLOSE are supplied, OPEN is default.

    CLOSE – Supplying this switch will cause the specified window to be
      closed. This switch takes priority over the OPEN switch if both are
      used at the same time.

    UIN – When this keyword is supplied, the WIN argument can be only one of
      two windows listed below. These windows are controlled by the Contact
      List and therefore the UIN must already exist. Note: It is possible
      for one of these windows to fail to open and still return RC = 0 mainly
      due to a lack of available RAM to create the window.

```
      TRANSFER – The File Direct window belonging to the supplied UIN..
      CHAT     – The Chat window belonging to the supplied UIN.
```

  Returns:

    RC = 0 – Everything went fine.

    RC = 5 – Was unable to create the user window.

    RC = 10 – The UIN was not found in the contact list.

  Examples:

```
   WINCONTROL 'WIN=8083608' OPEN

   WINCONTROL 'WIN=13944050' CLOSE

   WINCONTROL 'WIN=FILEDIRECT'

   WINCONTROL 'WIN=STRICQ' CLOSE

   WINCONTROL 'WIN=CHAT' 'UIN=8083608'

   WINCONTROL 'WIN=TRANSFER' 'UIN=13944050' CLOSE
```

```
ADDFILE FILE/K,REMOVE/S,CLEAR/S
```

  Arguments:

    FILE – This keyword is used to supply the full path to a file that is to
      be added to the 'FileDirect Request' window listing.

    REMOVE – If this switch is supplied, the file will be removed from the
      list if it is already in the list.

    CLEAR – If this switch is supplied, the files listing in the 'File Direct
      Request' window will be emptied.

  Returns:

    RC = 0 – Everything went fine.

    RC = 5 – Either the file to be added was not found or the file to be
      removed was not found in the list.

  Examples:

```
   ADDFILE 'FILE=DH0:Pictures/CoolPic.jpg'

   ADDFILE 'FILE=DH0:Pictures/RatedX.jpg'

   ADDFILE 'FILE=DH0:Pictures/RatedX.jpg' REMOVE

   ADDFILE CLEAR
```

```
FILEDIRECT UIN/K,DESC/K,SPEED/K
```

  Arguments:

    UIN – This keyword is used to provide the UIN of the contact you want to
      send the currently selected files. The UIN MUST be in the contact list.

    DESC – This keyword is used to supply a description of the file(s) being
      sent. The text must be enclosed in quotes. If not given it defaults
      to, "Here are some files."

    SPEED – This keyword allows for the setting of the intial speed for the
      transfer. Allowable values range from 0 to 100 percent and defaults to

    100 if the keyword is not given. Starting at 99%, each 1% down adds a
    .05 second delay between the sending of each packet of the file. 0 will
    will place the transfer into 'Paused' mode while 100 has no delay.

  Returns:

    RC = 0 - Everything went fine.

    RC = 5 - Either the UIN keyword was not given or there are no files listed
      in the 'FileDirect Request' window.

    RC = 10 - The UIN was not found in the contact list.

  Examples:

    FILEDIRECT 'UIN=8083608' 'DESC="Here is that cool picture."'

    FILEDIRECT 'UIN=13944050'

    FILEDIRECT 'UIN=8083608' 'DESC="Full speed ahead!"' 'SPEED=100'