AmIRC

COLLABORATORS

	TITLE : AmIRC		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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AmIRC

1.1 AmIRC.guide

                    AmIRC

*****

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1.2 AmIRC.guide/Copyright

Copyright
****

Copyright
=========

AmIRC has been designed, developed and written by

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1.3 AmIRC.guide/Registration

Registering AmIRC
****

License
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AmIRC 1.1 Registered Software License Agreement

AmIRC 1.1 is Copyright © 1996 by Oliver Wagner, All Rights Reserved.
The producer of this software will grant the Licensee a limited,
non-exclusive right to use the program AmIRC 1.1 and it's associated
files on a single machine. The producer will hand out a special
identification file called the key file to the Licensee. This key file
will enable the Licensee to fully use the AmIRC 1.1 package according
to the terms of this license. The key file is stricly for personal use
by the Licensee only. Any disclosure of they key file will invalidate
the license and the key file itself. The Licensee will be held liable
of any damage arising out of the disclosure of the key file. The
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implied warranties of non-infringement, merchantability and fitness for
a particular purpose. The entire risk as to use, results and
performance of the product is assumed by you and should the product
prove to be defective, you assume the entire cost of all necessary
servicing, repair or other remediation. In no event shall the producer
of this product or it's resellers be liable for any property damage,
personal injury, loss of use or other indirect, incidental or
consequential damages, including without limitation, any damages for
lost profits, business interruption or data which may be lost or
rendered inaccurate, even if we have been advised of the possibility of
such damages. This agreement shall exclusively be governed by the laws
of the Federal Republic of Germany.

Registration
============

If you have not registered for AmIRC, it will prompt you to do so upon
startup. Registration at the US site requires $25.00 in US funds for an
emailed keyfile, or $30.00 for a disk mailed via postal service. The
Germany Site requires 35,-DM for an emailed keyfile and 40,-DM for a

floppy sent via postal service.

1.4 AmIRC.guide/IRC

                    What is IRC, by the way?
****

Introduction
============

IRC stands for Internet Relay Chat, written by Jarkko Oikarinen
(jto@tolsun.oulu.fi). In a nutshell, IRC consists of a network of
computers (servers) that are connected to each other via the internet
or a LAN, and allow users with proper client software to connect and
chat with each other. Within this network, virtual space is divided up
into channels, usually with a topic of conversation, where users can
talk in groups.

#amiga
======

If you are reading this, you are most likely using one of the
                Amiga
                family of computers (if you are not, BUY ONE! :), and will likely ←
                    want
to check out #amiga on IRC. #amiga is one of the most populated
channels of IRC, with an average of 30 to 60 users on at any given
time. #amiga is often visited by amiga hardware and software
developers, and is sometimes a forum for formal discussions held by
dignitaries from software/hardware development companies.

#amiga Etiquette

There is a sort of an unwritten code of conduct for IRC, and especially
#amiga. This section is included so that you dont find yourself
/kicked or /banned and dont understand why.

DO's

DO:

     Enjoy your visit to #amiga

     Offer to help someone IF you know what your talking about.

     Be polite to other users.

DON'T's

DON'T:

Ask questions about software/hardware problems without reading the
manual first (RTFM!).

Ask a question more than once. If someone can help you, they will.

Ask for latest amiga news or info on new software, see newsgroup
comp.sys.amiga.announce for this.

Ask for OPs. You won't get it.

Pound or slam Amigas. If you don't like them, don't /join #amiga.

Pound or slam Amiga Software (the coders might be there :)

Offer to help a user with a problem if you don't understand it
yourself.

Offer or ask for commercial software or the keys to activate
demos.

Plug developers who appear from time to time with questions and bug
reports, use the proper channels for this (i/e, the developer's support
address). Note that you might ask first if they are willing to discuss
problems/bugs with their product.

1.5 AmIRC.guide/IRC Terms

                    Terms You Might Encounter
****

IRC Terms
=========

#amiga
     IRC Channel on Efnet and Undernet for users interested in the
     Amiga family of Computers.

Action
     CTCP Action command, executed by a /me at the beginning of a
     message.

ARCnet
     Amiga Relay Chat Network. Served by several Amigas running
     CLChatServer, forming a small network used by those interested in
     the Amiga Family of Computers.

Ban
     A channel mode set in order to prevent a user or group of users
     from joining a channel.

Bot
     Short for Robot, a Bot is a script that acts like a user, and can
     execute a command upon a certain occurance.

Client
     Software that is written for the purpose of connecting to a
     server, in this case, an IRC server.

Channel
     A group of users on IRC. A channel will have a name (i/e, #amiga),
     and may or may not have a topic of conversation.

Channel Mode
     The properties of a channel that allow or disallow certain
     activities. Channel Modes can only be changed or set by Channel
     Operators.

     Invite Only
          If active, This mode allows users to join if they have been
          invited by someone in the channel.

     Private
          If active, the channel is invisible in the global channel
          list.

     Limit
          If active, Sets a limit on the number of users allowed to
          join a channel.

     Moderated
          If active, only Channel Operators and users with voice may
          type input to the channel.

     No Messaging
          If active, prevents users from sending a message to the
          channel until they have joined it.

     Secret
          If active, the channel is invisible until it is joined.

     Topic Protection
          If active, only Channel Operators may set or change the topic
          of a channel.

Channel Operator (aka, Op)
     A user who has control over a channel. A user who creates a
     channel is given Op status, and in turn can give it to anyone else
     in the channel.

Command
     A message to an IRC server or to a local or remote client.
     Commands generally begin with a /. See
               Commands
               .

CTCP
     Client To Client Protocol, A standard for sending commands from
     one client to another, usually for the purpose of getting
     information from the remote client. See
               CTCP

.

DCC

    Direct Client Connection – a standard for creating a direct link
between two clients, for the purpose of sending or receiving
files, or to carry a more secure conversation. See
        DCC
.

Efnet

    (Eris Free), the largest and "main" IRC network, with an average
of about 5000 users on any given day.

Identd

    Identd Is software that can be run on the client, allowing an IRC
server to corroberate the identity of a client. AmIRC has an
Identd built in, and will automatically disable it if an external
Identd is running.

IRC

    Internet Relay Chat – Any Network of Computers that run IRC
servers for the purpose of allowing users to connect to it
using client software made for IRC.

Kick

    The occurance of a user being removed from a joined channel by a
channel operator.

MOTD

    Message Of The Day, A message that may or may not be updated
daily, that is meant to be read when connecting to an IRC server.

Netsplit

    An event that occurs when a server goes down that other servers
depend on for network packets. Any servers that are dependant on
the crashed server will split from the net, that is, they will
still be up and running, with active clients, but any clients on
the other side of the crashed unit will appear to have all logged
off at once.

Nick

    Short for Nickname, this is an alias that you may pick for
yourself.

Op

    See Channel Operator.

Server

    A computer that is Running IRC server software, allowing it to be
connected to by IRC clients or other servers.

Server Operator

    A person in control of an IRC server.

TLA (Three Letter abreiviations)

    commonly used acronyms, not entirely restricted to 3 letters.

AFAIK
      As Far As I Know

AFK
      Away From Keyboard

BRB
      (I'll) Be Right Back

BBL
      (I'll) Be Back Later

IMHO
      In My Humble|Honest Opinion

LOL
      Laughs Out Loud

MOTD
      Message Of The Day

ROTFL
      Rolls On The Floor Laughing

RTFM
      Read The F***ing Manual

Topic
    A heading for a channel that may or may not have anything to do
    with the conversation at hand.

Undernet
    The second largest IRC network, considered an 'Alternative' to
    EFnet.

User
    a person using an IRC Client to connect to a server to chat.

User Mode
    Settings that affect a users properties.

    Invisible
          If this mode is set, a user will be invisible in the global
          user list. The user will still be visible in the user list
          of any joined channel, however.

    Wallops
          When set, this mode will allow receiving of messages from the
          server operator to all operators.

Userhost
    This is the string that defines a user. It consists of the user's
    chosen nick, login name and domain name. For example:
    Wupper!jwupper@monorail.wupper.de
    | | | |_ Domain
    | | | |_____ Network
    | | |_____ Machine

```
    |       |_____ Login
    |_____ Nick
Voice
     Status a normal (not an operator) user must have to type into a
     moderated channel.
```

1.6 AmIRC.guide/Features

```
Things that make AmIRC special!
*******************************
```

```
Features
========
```

    * runs with both AmiTCP and AS225 without additional support
      libraries.

    * built-in high speed DCC drivers for SEND and MOVE. Highly
      optimized with asynchronous file I/O and threaded network
      handling. Supports Drag&Drop sending of files.

    * transparent implementation of DCC CHAT. All /MSGs are
      automatically routed via DCC CHAT if applicable, to save runtime
      and reduce IRC load. Option to automatically accept DCC CHAT
      connections.

    * ultra fast text output and scrolling. Supports Cut&Paste for the
      list text. Supports proportional fonts.

    * full support of the "Undernet" IRC extensions, both reply codes and
      additional IRC commands.

    * intuitive channel display with userlist and channel mode overview.
      Channel modes can easily be changed via gadgets. Configurable user
      action list to perform whatever action you like on users in channel
      by the press of a mousebutton.

    * supports QUERY windows for private chat.

    * supports "smart" banning

    * versatile AREXX port including server message parsing ("event
      trapping") and commandline/script interaction.

    * easy command line aliasing.

    * builtin IdentD (automatically disabled if another IdentD is already
      installed).

    * supports nick notification, highlighting, ignoring, and kickban.

    * versatile event handling allows you to bind sound effects,
      auto-deiconify or rexx scripts to certain events.

* server phonebook.

* last nick history. Stores the nicknames of the last nicks you've
  send MSGs to, received MSGs from or addressed publically with
  "nick:". Reference can be used in all commands which require nick
  names, e.g. /MSG, /OP, /DEOP. Automatic nick expansion on public
  messages with ":".

* TAB messaging to automatically cycle the list of last used
  nicknames with a /MSG prefix.

* auto rejoin channel on KICK and auto reconnect server facility.

* auto away after idle timeout. Auto unaway after sending public
  and/or private msgs.

* auto update download. Check for and download new releases with a
  simple click.

* URL grabber for interfacing with a web browser..

* Support for DALnet extensions.

1.7 AmIRC.guide/Requirements

                    What is needed to run AmIRC?
****

Hardware
========

AmIRC was written for the Amiga family of computers, and has been
tested on 1200, 2000, 3000, & 4000 computers in various configurations.

Software
========

AmIRC requires
                MUI
                 v.3.1 or later in order to run.

AmIRC requires KickStart & WorkBench 2.x or later, with setpatch 40.16
installed.

AmIRC020 requires a 68020 or higher CPU, OS3.0 or newer, and MUI 3.1 or
newer. If you do not have anyone of these, you must use the 68000
version of AmIRC.

If you plan to run a TCP/IP stack and MUI and AmIRC, among other
Internet applications, you should have at least 2 megabytes of RAM.

Finally, You need to have a tcp/ip protocol stack running, such as
AmiTCP/IP or Amiga Technology's as225r2 tcp/ip protocol stack, With a

slip, cslip, or ppp connection to the internet or an ethernet LAN.

Alternatively, AmIRC will work with Multilink and a shell internet
account. NOTE: As Mlink does not automatically set the HOSTNAME
variable, this must be done when starting mlink. Env:hostname must
contain the full domain name for your amiga, i/e
'calci.amiganet.pgh.net'.

You must have OS 3.x in order to use sounds in AmIRC.

1.8 AmIRC.guide/Installation

                Getting AmIRC to run
****

Requirements
============

AmIRC has its own installer script and requires that you have the Amiga
installer utility (version 1.24 or later) located in your sys:c
directory. To install, just click on the install icon, and answer the
questions in the installer's requestors.

If you cannot or prefer not to use the installer utility, a manual
install is very simple, just move the contents of the archive to a
directory of your choice and it's ready to use. If you have met the

                requirements
                 for the optimized version of AmIRC, delete the AmIRC file
and rename "AmIRC020" as "AmIRC".

1.9 AmIRC.guide/Connecting

                Connecting to a server
****

Setup
=====

Once you have
                installed
                 AmIRC, run the AmIRC program from WB by clicking
on its icon. After a few moments you will see the server connect
requester appear. First type in a nickname in the first text gadget at
the top of the requester. If you intend to use a nick that may be
common, try typing in some variations in the next three boxes. this
way, if your nick is in use by another person, the client will retry
with the next nick.

Next, enter your real name and your email address or www home page URL
in the next text gadget. It is probably a good idea to be truthful
here. :)

Then, enter a username that will show as
«username»@machine.network.org. «username» should be the same as the
login ID for your service provider.

Now you are ready to connect. Just click on a server from the supplied
list or click new server entry and type the address and port number of
your favorite server and then click connect. Optionally, you can choose
one or a few channels to autojoin, just separate them with a comma. If
you are already connected, and wish to connect to a second server,
click connect thread to open a second instance of AmIRC. The Delete
Server Entry gadget will remove a server entry that you no longer wish
to use.

1.10   AmIRC.guide/Operation

                    How Does AmIRC Work?
****

Using the Interface
===================

The AmIRC user interface is laid out in a logical, intuitive manner,
making it easy to use.

Text Listview
     The main feature of the interface is the text listview, where
     incoming text is displayed.

Text Input Gadget
     Directly below this is the text input gadget, labeled with the
     nickname that you have chosen. Any text entered here will be sent
     out to the IRC server.

Listview Scroll Gadget
     To the right of the listview is a scroll gadget, which enables you
     to scroll backward through the text in the listview.

Channel Text String
     At the top left of the listview is a text string that reflects the
     channel that you have joined.

Topic Input/Display Gadget
     To the right of the channel text string, is the Topic
     Input/Display gadget, where the topic of a joined channel will be
     displayed. If you have Channel Operator (Ops) Status, you may
     change the topic of the channel by entering the topic in this
     gadget, and hitting the 'enter' key.

Operator Buttons
     To the right of the topic input gadget are the channel mode
     buttons, which display the current modes for the joined channel.
     Users with Channel Operator (Ops) status may also use these
     buttons to change the current channel modes.

     T - Topic Protection
          Toggles Topic Protecton on/off. If on, the topic can be
          changed by Channel Operators (Ops) only.

     N - No Messaging
          Toggles Messaging on/off. If active, a user can only write
          to the channel if they have joined it.

     S - Secret
          Toggles Secret mode on/off. If active, the channel is
          invisible until it is joined.

     I - Invite Only
          Toggles Invite Only mode on/off. If active, users can only
          join after they have been invited.

     P - Private
          Toggles Private mode on/off. If active, the channel will be
          invisible in the global channel list.

     M - Moderated
          Toggles Moderated mode on/off. If active, only channel
          operators (Ops) and users with 'voice' can type to the
          channel.

     L - Limit
          Sets a limited number of users allowed on the channel

     K - Keyword
          Toggles Keyword mode on/off. If active, Users can only join
          the channel if they give the correct keyword.

     B - Ban
          Sets/Displays the current Bans active on the channel

User Listview
     Below the channel mode buttons is the User Listview, which shows a
     current list of users on the joined channel. Double clicking on a
     users name will perform a /whois on that user. Clicking once on a
     users name will set that user as the default to perform other
     operations on, such as an operation from the configurable user
     buttons.

User Buttons
     Directly below the User Listview are the user buttons. These
     buttons are configurable from the
                    configuration
                     window, accessable
     by selecting 'setup...' from the AmIRC
                    settings
                     menu.

Special Functions:
     You can Drag-Hilight text in the listview in order to paste it
     elsewhere. you will need some type of snap utility such as
     newedit or powersnap in order to past the text. The text is
     stored in the clipboard.

     The TAB key will cycle through the names of people that have
     previously /msg'ed you, and insert it into the text input gadget.
     Simply enter your message after the "/msg <user> " in order to
     /msg them back.

     Entering ":" first in the text input gadget will automatically
     publicly address the last person you typed to using the ":" after
     their nick.

1.11 AmIRC.guide/Menus

                    Pull-Down Menus
****

Reference
=========

                AmIRC
                     AmIRC menu

                Windows
                      Windows menu

                User Modes
                  User Modes menu

                Settings
                     Settings menu

                Rexx
                         Rexx menu

1.12 AmIRC.guide/AmIRC

                    AmIRC Menu

Select Server...
     Opens a window from which you can select various options for

        connecting to an IRC server. See
                Connecting
                .

Logging Enabled?
     Toggles logging on/off.

Iconify
     Reduces the AmIRC window to an icon on the Workbench screen.

Help...
     Opens Amirc.guide for reference while using AmIRC.

About...
     Opens a window with information about AmIRC and its Developer.
     Here you may connect to the AmIRC home page if amosaic is running
     concurrently, and you may also download the latest version of
     AmIRC without having to trouble with running a www or ftp client.

Quit
     Will close the current instance of AmIRC, leaving other instances
     open.

1.13 AmIRC.guide/Windows

                Windows Menu

Channel Windows
     If more than one AmIRC window is opened, You may select one here
     to pop it to front.

Dialog Windows
     If any dialog windows are open, you may select one her and bring
     it to front.

Channel List Window...
     This item will produce a requester where you may list channels by
     min users or pattern matching, or both. Once listed, you may list
     users on a channel or join it by double-clicking the channel name
     or selecting 'join channel' gadget. Please note that this
     function can cause a high load of traffic and may take awhile on
     slow (14.4 or less) connections.

Notify Window...
     Selecting this item will produce a requester where you may enter
     nicks of users that you wish to be notified of their
     entering/leaving IRC. The 'check period' is how often AmIRC will
     check for the specified users. Add a nick to the list by clicking
     in the input text gadget, and typing in the nick. delete a nick
     by clicking on it's entry and then click on 'delete nick' gadget.

DCC-Send Window...

Brings up a requestor in which you can specify a user and a file
to send to them. This requester will also be produced
automatically upon hitting the 'DCC send' userbutton on the
interface. 'Send Path' is the path and filespec that will be sent
to the user. Enter the name of the user in the text input gadget
at the bottom of the requestor. The cycle gadget nest to the nick
text gadget selects either 'DCC Send' or 'DCC Move' protocols.
See
            DCC Section
            for details about these protocols. Remove Job
gadget will remove a complete send entry or if not complete, one
click will abort the send and the second click will remove the
entry.

DCC-Receive Window...
    Selecting this item will produce the 'Receive DCC List' requester.
    This is very similar to the DCC Send Requester. Note that this
    requester will appear automatically on receiving a DCC request.
    Enter a path for incoming files to be put in the 'Receive Path'
    text gadget. After a valid path is entered, click on an entry to
    receive, then click the 'Get' gadget at the bottom. If you are
    trying to receive after a failed send, you may use the 'Resume'
    gadget instead of get. this will attempt to pick up the transfer
    where it left off. I you wish to rename the incoming file for
    whatever reason, you may use the 'Rename' gadget to give the file
    a new name. 'Remove Job' gadget will abort an incoming file and
    remove a completed or aborted file. See
            DCC
            .

DCC-Chat Window...
    Selecting this item will open the 'DCC Chat List' requestor. Do
    this if you receive a DCC chat request from another user.. Here
    you may click on the client sending the chat request and click the
    'Open' gadget to engage a DCC chat. When finished, you can click
    "Close' to close the connection. See
            DCC
            .

Raw Log Window...
    This will open the Raw Log Window, in which you can view the raw
    IRC messages as they appear before AmIRC formats them for Easy
    reading in the AmIRC listview. Here you may also clear the log,
    and select when the log is active: 'Never', 'Only when raw window
    open', and 'Always' The log Listview shows the USERHOST, Type of
    message, Channel Name, and message, in that order.

URL Grabber Window...
    A New feature of AmIRC allows it to recognise WWW URLs and snap
    them to a window for use with Amosaic Web Browser. Double
    clicking an entry in the URL grabber Window will automatically
    send the URL to the Clipboard..

Private Messages Window...
    This item will open the Private Messages Window. This window
    holds a history of private messages sent to you, where you can
    later reference or review them.

Flush Buffer
     This item will clear the history of the main AmIRC listview.

Save Buffer...
     This item allows you to select a filename to save the history
     buffer to disk.

1.14   AmIRC.guide/User Modes

                      User Modes Menu

Invisible?
     Toggles your client between invisible or not invisible. See

                  IRC Terms

                  .

Receive Wallops?
     Toggles this mode on/off. See
                  IRC Terms

                  .

Receive Server Notices?
     Toggles this mode on/off.

Marked AWAY?
     Toggles AWAY on/off.

Auto rejoin on KICK?
     If set, will automatically attempt to reconnect you to a channel
     you have been kicked from. Note that if a ban was set with the
     kick, you will not be able to rejoin.

Auto reconnect to server?
     If set, this will automatically attempt to reconnect you to the
     server if you are disconnected for any reason.

Auto open Dialog Windows?
     If set, will automatically open chat window upon receipt of a /msg
     or dcc chat message.

Auto accept dcc chat requests?
     If set, this will automatically accept a dcc chat request. It
     will not open a chat window for you, however. Do this by opening
     the DCC chat window in the Windows menu.

Do BEEPS?
     If set, AmIRC will send audio beeps (or samples, if configured in
     the
                  Events
                    page of the settings requester) for certain events.

1.15   AmIRC.guide/Settings

```
                Settings Menu
-------------
```

Setup...
     Calls the
                Setup Requester
                , allowing you to change the many
     settings of AmIRC to suit your needs.

Lists...
     Calls up the
                Lists Requester
                , allowing you to configure AmIRC's
     Alias, Ignore, and Hilite lists.

Function Keys...
     Calls the
                Function Key settings requester
                , allowing you to
     configure the function key macros.

Dialog Window Buttons?
     If set, the AmIRC dialog window will contain 4 gadgets in the
     upper right corner. These are labeled: 'Whois', 'Ping', 'DCC
     Chat', & 'DCC Send'. These gadgets will perform their respective
     functions on the user that the dialog window is opened to.

Load Settings...
     Opens a requestor allowing you to recall previously saved
     non-default AmIRC Configurations.

Load settings from default
     Reloads the last saved default configuration

Save Settings Saves the current configuration under the last name set
     in the 'Save settings as...' menu item. If the settings have not
     previously been named, they are saved as default.

Save settings as...
     Opens a requester allowing you to choose a filename to save the
     current AmIRC configuration as other than default.

Save as default
     Saves the current AmIRC configuration as the default startup
     configuration.

Create icons?
     If Checked, will create icons for saved configuration files,
     allowing them to be seen on the Workbench.

```
MUI Settings...
     Opens the MUI Prefs program for altering the MUI Configurable AmIRC
     configuration.
```

1.16 AmIRC.guide/Rexx

```
Rexx Menu
---------
```

```
This menu will Display any ARexx scripts that reside in AmIRC/Rexx/
directory. AmIRC ARexx scripts should be named with the .amirx
extension.  From this menu you may execute any existing AmIRC ARexx
script.
```

1.17 AmIRC.guide/CTCP

```
                 Sending commands to other people
*******************************

Introduction
============

CTCP or Client To Client Protocol
---------------------------------

CTCP is a standard for sending commands to other clients on IRC.
Basically, CTCP messages are simply private messages that include a
code to alert the receiving client (not user) to respond to the command.

CTCP commands are typicaly used to get informaton from the receiving
client, such as /CTCP time, or /CTCP version. Even
                 /DCC
                  sends a request
via CTCP to the receiving client, asking to initiate a direct
connection.

CTCP Commands
-------------



   * ME (CTCP Action)
         Template: /ME <action>
     This will mark the message as an action and replace the /ME with
     your nick, for example, '/me hates ice cream' would appear as:
     [Action]  |Fred hates ice cream
```

```
    * Version
          Template: /CTCP <user> Version
    Version will ask the client to return information about itsself,
    which will be in the form of a private message.



    * Time
          Template: /CTCP <user> Time
    Time will return the time of day as it is set on the user's
    machine.



    * Ping
          Template: /ping <user>
    Ping will send a packet request to the receiving client, which
    will in turn send back the packet with a timestamp, where the
    inititating client will compare the time difference and show the
    result in the listview.
```

1.18 AmIRC.guide/DCC

```
Direct client connections
*************************

What is DCC?
============

DCC or Direct Client Connection is a protocol that IRC clients can use
to communicate directly with each other, bypassing the IRC server.  The
reason for this is to form a faster, more stable and direct connection
thru which users can transfer files, or send private messages.
Note that AmIRC has its own set of Highly Optimized DCC protocols
built-in, and does not require external DCC utilities.

DCC File Transfers
==================

The most common use of DCC is for transferring files between two
clients.  The initiating client will send a message through the IRC
server, telling the receiver that a connecton is requested.  At this
time, the receiver will either accept or reject the offer for the
connection.  If the receiver accepts the connection, the initiating
client will proceed to send the information directly to the receiver.
If the connecton is refused, the initiating client will simply timeout
the attempt to connect.

DCC Send
--------

Template: /DCC send <user> <filespec>
     DCC send will attempt to open a connecton with the specified user's
```

```
     client, and if successful, will proceed to send the specified file.
```

```
DCC Move
--------
```

```
Template: /DCC move <user> <filespec>
     DCC Move is identical to DCC Send, with the exception that DCC move
     is capable of resuming an interrupted or failed transfer.  DCC Move
     will look into the receiving directory for existing files, and upon
     finding a partial file which is the same as the file to be transferred,
     will initiate a /DCC Resume transfer.  With AmIRC, This process
     is completely transparent.  If no partial or whole file exists, then
     the file will be completely transferred.
```

```
DCC Get
-------
```

```
Template: /DCC get <user sending file>
     DCC get is a transparent operation with AmIRC, and is only mentioned
     in this document for the sake of being thorough.  AmIRC will notify
     you of an incoming DCC request, and allow you the option to accept
     or reject the connecton with a simple click.
```

```
DCC Chat
========
```

```
Another use of the DCC standard is DCC chat, which, like DCC Send, will
send a CTCP request to the receiving client to set up a direct link.  In
this case, however, the purpose of the link is for users to send
messages to each other.  Because the mesages are sent through the
direct link, and do not pass through the IRC server, this method of
sending messages is much more private than using the IRC's privmsg
(/msg).
With AmiRC, it must be noted that a DCC Chat request will not open a
dialog window for you, instead, when DCC chat is initiated and accepted,
all privmsg's (/msg) to the receiving user will be sent through the DCC
link.  If you wish to have a dialog box for chatting, the best way to go
about this is to highlight the users's name in the listview by clicking
on it.  then click on the 'Query' gadget below the listview.  this will
open a window that has several options within it. From here, you can
'ping' or 'whois' the other user, or you may inititate a 'DCC Send' or
'DCC chat'.  Starting a 'DCC Chat' from this window will allow you to
carry on a dialog with the remote user through the window.
```

1.19 AmIRC.guide/Commands

```
             Commands
********
```

```
Overview
========
```

```
AmIRC has several builtin commands. Some of these commands are
processed locally, whereas others are sent to the IRC server.
```

Commands generally start with a / to differentiate them from normal
text. If you want to use the / character at the start of normal text,
use // instead.

Many commands require a channel name as a parameter. AmIRC will
automatically fill in the channel name of the current window if you
don't specify a channel name on your own.

For commands which require a nick name (e.g. /MSG or /OP, there are
three special shortcut arguments:

.

    The period is replaced with the nickname of the last person you
    have send a private message to.

,

    The comma is replaced with the nickname of the last person who
    send a message to you. Be careful with this, since you might
    easily address the wrong person if someone sends you a message
    while you are still typing this command!

:

    The colon is replaced with the nickname of the last person which
    you haved a addressed with a nick: prefix inside a channel.

You may easily carry a dialog with a particular user by first clicking
on their username in the user list, then anytime you hit the tab key,
the input string will be set up with '/msg <user> ', after which you
may type in the message and hit return. This will work after
initiating a
                DCC
                 Chat request as well. Please note that if you have
configured the user list as a separate window, you must reactivate the
message window after clicking on a username.

Reference
=========

                AWAY
                        Setting an away message

                INVITE
                    Invite a user to a channel

                ISON
                        If a user is on IRC

                JOIN
                        Join (or create) a channel

                KICK
                        Remove a user from a channel

                LEAVE

Leave a channel

LIST
List Channels and their topics

LOG
Start Log of Chat Window

MODE
Change a channel mode

MSG
Send a private message (privmsg)

NAMES
Getting a list of names

NICK
Change your nickname

NOTICE
Send a notice to a user

QUIT
End an IRC session

RAW
Send unprocessed string to the server

TIME
Query the current time of day

TOPIC
View or change a channel's topic

USERS
Listing users on a server

USERHOST
Getting USERHOST of a user

VERSION
Query the version of the server software

WHO
Global user pattern matching

WHOIS
Get information about a user

WHOWAS
Get information on a nick no longer logged in

1.20   AmIRC.guide/AWAY

```
                    AWAY
----
```

Usage: /AWAY [message]

When used with the optional <message> argument, /AWAY will mark you as
being away and send the message to any client sending a
                /MSG
                  to you.
otherwise, it will remove a previously set away message.

EXAMPLES:

/AWAY eating dinner
     will send the message '<nick> is away: eating dinner', where nick
     is the nickname of the user that is away.

/AWAY
     will remove a previously set Away Message.

1.21   AmIRC.guide/INVITE

```
                  INVITE
------
```

Usage: /INVITE <nickname> <channel>

Invites a user to the channel given in the argument, regardless of
weather the channel exists. If the named channel is
                invite only(+i)
                ,
the user performing the command must be a channel operator for that
channel.

EXAMPLES:

/INVITE freddie #amiga
     Sends a message to 'freddie', inviting him to join #amiga.

1.22   AmIRC.guide/ISON

```
ISON
----
```

Usage: /ISON <nickname>{<space><nickname>}

Quickly returns the users nick if it is found, does nothing if it is
not.

EXAMPLES:

/ISON Kenneth
     Returns: '<ISON>Kenneth', if nick 'Kenneth' is found on the server.

1.23 AmIRC.guide/JOIN

                 JOIN

Usage: /JOIN channel[,channel[,...]] [key[,key[,...]]]
Usage: /CHANNEL channel[,channel[,...]] [key[,key[,...]]]

Join a channel on the IRC. If the channel doesn't exists, it is
automatically created.

There are two kinds of channels: Channel names starting with an # are
global channels and available on all IRC servers which are connected to
the net you are currently on. Channels which begin with & are local
to the chat server you are connected to.

If a channel requires a special keyword to join, you must submit this
after the channel name.

AmIRC will look for a channel window which isn't currently bound to a
channel. If it doesn't find one, a new window will be created and bound
to this channel.

EXAMPLES:

/JOIN #Amigager
     Join channel #AmigaGER

/JOIN #Amigager,#Amiga
     Join channels #AmigaGER and #Amiga

/JOIN #AmigaGER deutsch
     Join channel #AmigaGER with keyword deutsch.

RELATED TOPICS:

See

                 LEAVE
                   .

1.24 AmIRC.guide/KICK

```
KICK
----
```

Usage: /KICK <channel> <user> [<comment>]

Forcibly removes a user from the named channel. the user sending the
/KICK command must be a channel operator of the named channel. If the
optional <comment> is given, it will be shown as the reason for the
kick.

EXAMPLES:

/KICK #amiga Freddie Take it outside!
     forces 'Freddie' from channel #amiga with the reason 'take it
     outside'.

1.25 AmIRC.guide/LEAVE

```
                LEAVE
-----
```

Usage: /LEAVE [channel[,channel[,...]]]

Leaves a channel. If you don't give a channel name as a parameter, the
channel currently bound to the window in which in the command is
entered will be left.

EXAMPLES:

/LEAVE
     Leave the channel currently bound to this window.

/LEAVE #AmigaGER
     Leave channel #AmigaGER.

RELATED TOPICS:

See

                JOIN
                  .

1.26 AmIRC.guide/LIST

```
LIST
----
```

Usage: /LIST [<channel>{,<channel>} [<server>]]

Generates a list of current channels and topics. If the <channel>
argument is given, LIST displays that channel's status and topic.
Private channels show as 'Private' and secret channels are not listed,
unless the client generating the list is a member of those channels.

EXAMPLES:

/LIST
     Shows a list of all current, non-secret channels.

/LIST #amiga,#amigaGER
     List channels #amiga and #amigaGER

1.27 AmIRC.guide/LOG

Logging Options

Usage: /LOG {[on|off|<Filespec>]}

/LOG allows you to start/stop logging, as well as setting the log
filename and displaying status of logging.

EXAMPLES:

/LOG
     Displays current status of logging

/LOG on
     Begins logging to the logfile

/LOG <filespec>
     Sets the path and name of the logfile.

1.28 AmIRC.guide/MODE

Channel MODE

/MODE allows both users and channels to have their modes changed.

Usage: /MODE <channel> {[+|-]|o|p|s|i|t|n|b|v} [<limit>] [<user>] [<ban
mask>]

Used by Channel Operators to change the modes of 'their' channel. the
modes available are:

     o - give/take channel operator privileges;
     p - private channel flag;
     s - secret channel flag;

```
     i - invite-only channel flag;
     t - topic settable by channel operator only flag;
     n - no messages to channel from clients on the outside;
     m - moderated channel;
     l - set the user limit to channel;
     b - set a ban mask to keep users out;
     v - give/take the ability to speak on a moderated channel;
     k - set a channel key (password).

EXAMPLES:

/MODE #amiga +tm
     Sets topic protection and makes channel moderated for #amiga.

/MODE #amiga -o Sarek
     Removes channel operator status from user 'Sarek' on channel
     #amiga.

/MODE #amiga +l 50
     Sets limit of 50 users on #amiga.

/MODE #amiga -l
     Removes the limit form #amiga

User MODE
---------

Usage: <nickname> {[+|-]|i|w|s|o}

These affect how a client is seen by others or what extra messages a
client will receive. User Modes will only take effect if the Nick of
the client sending the command, and the nick of the <nickname> argument
are the same.

Available User Modes:
     i - marks a users as invisible;
     s - marks a user for receipt of server notices;
     w - user receives wallops;
     o - operator flag.

Note that the +o user mode will not work, however, -o will.

EXAMPLES:

/MODE freddie +i
     makes user 'freddie' invisible in the global user list.

/MODE freddie -o
     User 'freddie' removes channel operator status from himself.
```

1.29 AmIRC.guide/MSG

```
                  MSG (PRIVMSG)
-------------
```

Usage: /MSG <receiver>{,<receiver>} <text to be sent>

Sends a Private Message to one or more users. Note that this is
different from a
                /DCC Chat
                , in that a /MSG (PRIVMSG) is sent thru the
IRC server to the recipient. Note that the TAB key will cycle back and
forth through the users who have /msg'ed you. This will appear in the
input string gadget, and you may simply add your message after it.

EXAMPLES:

/MSG Kenneth Heya Dude! How's Florida?
     Send the message: "Heya Dude! How's Florida?" to user 'Kenneth'.

/MSG Kenneth,Aerosoul I am in Pittsburgh
     Sends the message "I am in Pittsburgh" to Kenneth and Aerosoul.

1.30 AmIRC.guide/NAMES

Names

Usage /NAMES [<channel>{,<channel>}]

Gives a list of nicknames on any channel visible to the user(not secret
or private, or one actually joined by the user performing the command).

EXAMPLES:

/NAMES #amiga,#amigaGER
     Will list all users on channels #amiga and #amigaGER, provided the
     channels are visible to the user.

/NAMES
     Will return a list of all visible channels and users (Strongly
     Discouraged!)

1.31 AmIRC.guide/NICK

NICK

Usage: /NICK <nickname>

NICK is used to to give yourself or change your current nickname. If
the chosen nick is already in use, you wil be notified of this and
prompted for a new nick.

EXAMPLES:

/NICK Phalanx
        Makes/changes your nickname to 'Phalanx'

1.32 AmIRC.guide/NOTICE

                    NOTICE

Usage: /NOTICE <nickname> <text>

Smiilar to /MSG, /NOTICE is usually used by Bots or clients being
controlled by scripts. /NOTICE messages must never be responded to by
an automatic reply. See
                /MSG
                  for syntax examples.

1.33 AmIRC.guide/QUIT

QUIT

Usage: [<Quit message>]

Used to End an IRC session. The optional <quit message> is the text
that will be displayed upon quitting.

EXAMPLES:

/QUIT :Gone to have lunch

1.34 AmIRC.guide/RAW

RAW

Usage: /RAW text

Sends text directly to the IRC server without any further processing.
Warning: Don't even think about using this command without interior
knowledge of the IRC protocol, or you might run into severe trouble.
See 'RFC 1459' for a description of the IRC protocol.

EXAMPLES:

```
/RAW JOIN #IRC-Heros
     Send the string JOIN #IRC-Heros directly to the IRC server.
```

RELATED TOPICS:

'RFC 1459'.

1.35 AmIRC.guide/TIME

```
TIME
----
```

Usage: /TIME [<server>]

Returns the time of day from the server. If the optional <server>
argument is given, then that servers local time will be returned.

EXAMPLES:

```
/TIME irc.pitt.edu
     Returns the local time from server 'irc.pitt.edu'
```

1.36 AmIRC.guide/TOPIC

```
                TOPIC
-----
```

Usage: /TOPIC <channel> [<topic>]

The topic command alone will display the channels topic. if the optional
<topic> argument is given, the topic will be changed to the argument
given, provided that the topic is not protected, or the user issuing
the command is an operator on the channel. See
                Channel Modes
                 .

EXAMPLES:

```
/TOPIC #amiga
     Will display the current topic on #amiga.

/TOPIC #amiga Amigas Rule!
     Will replace the current topic of #amiga with the topic 'Amigas
     Rule'
```

1.37 AmIRC.guide/USERS

```
USERS
-----

Usage: /USERS [<server>]

Returns a list of users on the server, or, optionally, on the specified
server.  /USERS may be disabled on most servers for security reasons.

EXAMPLES:

/USERS
     Returns a list of users on the current server

/USERS irc.colorado.edu
     Returns a list of users on server 'irc.colorado.edu'.
```

1.38 AmIRC.guide/USERHOST

```
USERHOST
--------

Usage: /USERHOST <nickname>{<space><nickname>}

Returns the login@domain for the specified nickname.  Up to five
nicknames may be specified, each separated by a <space>.

EXAMPLES:

/USERHOST DuRaN
     returns: 'DuRaN is DuRaN@calci.amiganet.pgh.net
```

1.39 AmIRC.guide/VERSION

```
VERSION
-------

Usage /VERSION [<server>]

Returns the version of the server's software.  If the optional <server>
arguement is given, returns the version of the specified server's
software.

EXAMPLES:

/VERSION *.edu
     Returns server version information for all servers matching
     '*.edu'.
```

1.40   AmIRC.guide/WHO

WHO

Usage: /WHO [<name> [<o>]]

Returns a generated list of all users matching the criteria passed to
the command, i/e. everyone at a particular site, or on a particular
server. If the optional <o> argument is specified, /WHO will only
return information on users that are channel operators.

EXAMPLES:

/WHO *.cmu.edu
     Will list all users at the cmu.edu domain.

/WHO irc.pitt.edu o
     will list all operators on irc.pitt.edu server

1.41   AmIRC.guide/WHOIS

WHOIS

Usage: /WHOIS [<server>] <nickmask>[,<nickmask>[,...]]

Returns information about the specified user or users, that you are
allowed to see. If the optional <server> argument is specified, then
information aobut the user in relation to that specified server will be
given, i/e idle time.

EXAMPLES:

/WHOIS Phalanx
     Returns available information about user 'Phalanx'.

/WHOIS irc.bu.edu Phalanx
     Asks server 'irc.bu.edu' for information on user 'Phalanx

1.42   AmIRC.guide/WHOWAS

WHOWAS

Usage /WHOWAS <nickname> [<count> [<server>]]

returns information on a nick that no longer exists, due to the user
leaving the server or changing their nick. The optional <count> argument
specifies how many previous instances of the nick should be returned.

The optional <server> argument specifies a particular server to be
searched.

EXAMPLES:

/WHOWAS Aerosoul 5
     Checks for and returns available information on the last 5
     instances of the nick 'Aerosoul'.

1.43 AmIRC.guide/Configuration

                   Customizing your environment
****

Overview
========

Now that you have AmIRC running, you may want to get it to operate the
way you want it to, and to look pleasing as well. This is achieved
thru both MUI preferences and AmIRC's Menu options.

                     MUI Preferences
                          Changing MUI Settings

                     AmIRC Setup
                              Changing AmIRC Options

                     Function Keys
                          AmIRC Functon Key Definitions

1.44 AmIRC.guide/MUI Preferences

                   Changing MUI Settings
****

MUI Preferences
===============

Most of the configuration dealing with how AmIRC's GUI appears can be
customized with
                 MUI
                 . Check the 'MUI Settings...' entry under the
'Settings' menu. This will pop up MUI's interface, allowing you to
setup AmIRC's MUI Prefs, without disturbing any of your other MUI
configurations. Read the documentation for MUI to Learn more about the
operation of MUI Preferences.

1.45   AmIRC.guide/AmIRC Setup

                     Changing AmIRC Options
****

AmIRC Setup
===========

Most of the setup functions appear in the 'Setup' entry under the
'Settings' & 'Lists' menus. Here you will get a multi-requestor that
will allow you to access several pages that deal with configuring AmIRC.

                  Messages
                           Messages Tab

                  Actions
                            Actions Tab

                  Events
                             Events Tab

                  GUI
                               GUI Tab

                  Lists
                            Lists Menu

1.46   AmIRC.guide/Messages

Messages Page
****

Misc Messages
=============

CTCP Userinfo
     The text in this string is what will be returned to a user who
     sends '/CTCP userinfo' to your client.

KICK Reason
     If you are a channel operator and /kick another user from the
     Channel, this test will appear as the reason for the /KICK.

Quit Messages
=============

Exit
      This will appear to users in the channel when you exit AmIRC.

New Server
      This text will appear to users in the channel when you select
      'Select Server' in the 'AmIRC' menu, and pick a new server to
      connect to.

System Reset
      This is the text to appear if you reboot your amiga (Crtl-
      amiga-amiga) while connected to a server.

AWAY Messages
=============

Default
      This is the text that will appear when you are set 'away' by
      selecting the 'Marked Away?' item in the 'User Modes' menu.

AutoAWAY
      text that appears when you are automatically set away due to
      inactivity.

Timeout
      This sets how much time will pass before AmIRC assumes you are
      away from the computer and marks you as 'AWAY'.

UnAWAY
      This cycle gadget allows you to choose the conditions of which
      AmIRC will automatically set you to 'Not AWAY'.

1.47 AmIRC.guide/Actions

Actions Page
****

Actions
=======

The 12 text gadgets in the 'Label:' column here correspond to the 12
gadgets under the user list on AmIRC's main window. You may set these
gadgets to be anything, sort of like macros. AmIRC, however, does
include configurable function keys to act as macros, so these gadgets
are preset for /ctcp, /dcc, and /mode operations.

Below the text gadgets is a quick reference of the placeholders that
can be used in the desired operation.

1.48 AmIRC.guide/Events

```
Events Page
***********

Events
======


Here you may define certain actions to take place upon incoming events.
These actions can be as simple as a warning beep from your amiga, or a
complex and powerful rexx command.  The following text first explains
the functions of the columns of this page, and then goes on to explain
what each event is.


Columns
-------


Event
     The particular event for the action to take place on.

Deiconify
     If AmIRC is iconified, this will uniconify and bring to front the
     AmIRC window on the occurence of the event.

Beep
     This will perform a system beep on the occurence of the event

Sound
     if a sound sample is preferred for the event, you may use the
     requestor gadget to pick a sound to play instead of the system
     beep.  Please Note, AmIRC uses the DataTypes of OS 3.x for sounds,
     and you will not be able to use this feature under OS 2.x.

Vol
     This sets the volume for the sound sample.  The valid range for
     the volume is 0 - 64.  This is a slider gadget.

Rexx Command
     Here you may configure a rexx script to be run on the occurence of
     the event.

Events
------


Any Message
     This Event occurs on any incoming public message.

Private Msg
     This event occurs when you receive an incoming private /msg or /dcc
     chat message

Notice
     This event occurs when an operator sends out a /notice

CTCP request
     This event occures when your client receives any /ctcp request (for
     example /ctcp time, or /ctcp version
```

DCC request
      This event occurs on receiving a /dcc file transfer request or chat
      request.

Join
      This event occurs when anyone /joins the channel you are currently
      on.

Kick
      This event occurs when anyone is /Kicked from the channel you are
      currently on.

Mode change
      This event occurs when the channel mode is changed for the channel
      you are currently on, i/e. if someone is /OPed or /DeOPed, or if
      the channel is made private, etc.

ISON Notify
      This event occurs when AmIRC 'sees' a user that is configured in
      your 'Notify' list.

Connection
      This event occurs when AmIRC makes a connection to an IRC server.

Invite
      This event occurs when another user invites you to join a channel
      that is currently set to /MODE 'Invite Only'

1.49 AmIRC.guide/GUI

                    GUI Configuration
****

GUI
===

The GUI configuraton page allows you to control some specific aspects
of AmIRC that arent covered in the MUI configuration.

Userlist:

The userlist cycle gadget allows you to control if the User List is
visible or not visible, and if it is visible, if it is a separate
window, or a part of the AmIRC window. If the Sort Gadget is check
marked, the list will be sorted alphabetically, otherwise, the list
will reflect the order that the users have joined the chat.

The Buttons Gadget will toggle on & off the gadgets in the User Action
List, located below the user list. If the user list is configured as a
separate window, the buttons will also appear in that window.

The Order Cycle gadget allows you to choose if you want new users
listed at the top or bottom of the user list, or to sort the list in

alphabetical order.

The Userlist win open? gadget will control if the userlist is open or
closed if configured as a separate window.

Misc

Here you may select a different pubscreen for the query window to appear
on. If no pubscreen is specified, the Query window will open on the
AmIRC default screen.

Text Colors

In this section, you may configure the colors that certain text will
appear in AmIRC. These colors are based on the MUI pen colors that you
have configured in MUI. Just click and hold on the cycle gadget to see
a list of the MUI Pen colors available.

Normal Text
     Text that is a normal message from a user.

Private Messages
     Text that is a private message from another user to you.

Mode Changes
     Text that shows a mode change for the channel.

Highlighted Text
     text that is configured in the
               highlight
                list for AmIRC.

Server Messages
     Text that comes from the server, i/e when a user joins or exits the
     channel.

CTCP/DCC Messages
     Text that informs you of an incoming CTCP or DCC request.

Logging

Here you may enter the path & name to use for the logfile.

1.50 AmIRC.guide/Lists

"Lists..." Menu Item
****

Lists Configuration
===================

Alias Tab

Here you can create aliases, or shortcuts for complex IRC commands.
Some examples have been created for you, and a reference template
appears at the bottom of this page. %p is the place holder for any
arguments you may wish to add when using an alias.

Ignore Tab

Here you can set which users if any you want to ignore, and what kind of
messages from them to ignore. To add an ignore to the list, click the
'Add Ignore' gadget, then type the user's name in the text input gadget
labeled 'Ignore'. Next click on the type of messages you want to
ignore. Checking the 'text' box will prevent you from seeing any public
messages from the user. Setting the 'privmsgs' box will prevent you
from seeing /MSGs from that user to you. Likewise, clicking the
'CTCPs' box will prevent you from seeing any CTCP requests from the
Ignored user. To delete an ignore, click on the entry you wish to
delete, and then click on the 'delete ignore' gadget.

Hilite Tab

Here you may set certain text to be highlighted in order to get your
attention if that text appears. You may set text to match the nick,
Userhost, or any keyword enclosed in double quotes. To add a new
pattern, click on the Button labeled "Add new Hilite pattern", and type
your pattern into the input gadget. To delete an existing pattern,
Click on the entry yo uwish to delete and then click on the button
labeled "Delete Hilite pattern". The Hilite patterns will ignore a
pattern it recognizes if it was input by you, but will activate on the
pattern from other users.

Pattern Definitions:

Nick
     This will watch the AmIRC listview for the nick that you specify,
     and highlight the text for that users message. The 'Nick' entry
     does not require double quotes.

Userhost
     This will watch for messages that originate from a particular
     Userhost, and highlight the text for that message. Userhost
     entries may contain wildcards. Examples:

    fred!fdoe@doe1.powernet.edu
          This will highlight only messages from fred at that
          particular address.

    fred!*@*
          This will highlight messages from anyone named fred,
          regardless of address or login name.

```
    Fred!*@*.powernet.edu
          This will highlight messages from anyone named fred on any
          machine on powernet.edu

    *!*@doe1.powernet.edu
          This will highlight any messages from anyone on the doe1
          machine at powernet.edu

    *!*@*
          This will highlight any messages from any user.
```

"Keyword"
    This will highlight any message that contains the text enclosed in
    double quotes.

1.51 AmIRC.guide/Function Keys

```
               Function Key Definitions
***********************
```

Function Keys
=============

Here you may define the Amiga's ten functon keys to insert text into
the input string gadget of AmIRC. By using the keys normally, or with
the 'shift' or 'crtl' modifiers, you may define up to 30 text input
macros that can be used at the press of a key. This is similar to the
functon key macros found on many popular terminal emulation programs.

A /n at the end of a function key definition will send a <CR> after the
text. The function key definitions also allow placeholders, similar to
the
               user buttons
                  .

1.52 AmIRC.guide/ARexx

```
               AmIRC's ARexx Port
*****************
```

Overview
========

AmIRC supports a versatile ARexx Port.

Reference
=========

SAY

        Treat something just like it was entered in ←
           the input string.

GETMYNICK

        Request current nick name.

ISCONNECTED

        Check whether connection is established.

GETSERVERNAME

        Request current server name.

USERHOST

        Query Userhost of a nick.

ECHO

        Echos text to the current listview.

RAW

        Sends raw text to the server.

CHANNELS

        Returns string showing joined channels.

GETCHANNEL

        Returns channel joined in active window.

GETSELECTEDUSER

        Returns nick of user selected in userlist ←
           window.

GETUSER

        Returns the nick of user number in userlist ←
           window.

GETUSERS

        Returns a string with all users in the current ←
           channel.

GETUSERSTATE

        Tells whether the user has Op, Voice, or no ←
           privledges.

GETLINE

        Waits for the next line and parses it into a ←
           stem variable.

GETLINECOUNT

        Tells you how many lines have been entered ←
           since you enterd the channel.

GETLASTLINE

        Returns the last line, unparsed.

GETAWAYSTATE

Checks if you are marked away.

GETVERSION

Tells you what version AmIRC you are using.

PARSELINE

Returns the line given in a stem variable.

1.53 AmIRC.guide/RX_SAY

SAY

Usage: SAY TEXT/F

DESCRIPTION:

Treats TEXT just like it has been entered in the string gadget of the
current window.

EXAMPLES:

say '/JOIN #Amigager'

RELATED TOPICS: See
                RX_ECHO
                .

1.54 AmIRC.guide/RX_ISCONNECTED

ISCONNECTED

Usage: ISCONNECTED

DESCRIPTION:

Checks whether a connection is currently established. Returns RC 0 if
the link is up, RC 5 otherwise.

EXAMPLES:

ISCONNECTED; say rc

RELATED TOPICS:

1.55   AmIRC.guide/RX_GETMYNICK

```
                  GETMYNICK
---------

Usage: GETMYNICK

DESCRIPTION:

Returns your current nickname.

EXAMPLES:

GETMYNICK; say result

RELATED TOPICS: See
               RX_GETSERVERNAME
                  .
```

1.56   AmIRC.guide/RX_GETSERVERNAME

```
                  GETSERVERNAME
-------------

Usage: GETSERVERNAME

DESCRIPTION:

Returns the name of the IRC server you are currently connected to.

EXAMPLES:

GETSERVERNAME; say result

RELATED TOPICS: See
               RX_GETMYNICK
                  .
```

1.57   AmIRC.guide/RX_USERHOST

```
                  USERHOST
--------

Usage: USERHOST NICK/A

DESCRIPTION:

Returns the userhost specification belonging to NICK.
```

AMIRC keeps a internal list of the userhosts of every nick that occured
yet. You can query this database with this command. Note however that
it is possible that the userhost isn't in the database yet; this
command will not query the server than, but simply return an error.

EXAMPLES:

USERHOST Olli; say result

RELATED TOPICS: See
                RX_GETMYNICK
                    .

1.58   AmIRC.guide/RX_ECHO

ECHO

Usage: ECHO P=PREFIX/K, TEXT/F

DESCRIPTION:

Sends text to the listview

EXAMPLES:

ECHO P=Kewlja This is echo test

1.59   AmIRC.guide/RX_RAW

RAW

Usage: RAW TEXT/F

DESCRIPTION:

Sends text to the server in raw format.

EXAMPLES:

RAW PRIVMSG phalanx: heya! whats happening?

1.60   AmIRC.guide/RX_CHANNELS

CHANNELS

Usage: CHANNELS NULL

DESCRIPTION:

Returns a list of channels currently joined in the format: "#channel1
#channel2 etc."

EXAMPLES:

options results; channels; say result

1.61 AmIRC.guide/RX_GETCHANNEL

                    GETCHANNEL

Usage: GETCHANNEL

DESCRIPTION:

Returns the name of the channel currently active in the format:
"#channel."

EXAMPLES:

options results; getchannel; say result

RELATED TOPICS: See
                RX_CHANNELS
                .

1.62 AmIRC.guide/RX_GETSELECTEDUSER

                    GETSELECTEDUSER

Usage: GETSELECTEDUSER

DESCRIPTION:

Returns the Nick the user highlighted in the userlist window.

EXAMPLES:

options results; getselecteduser; say result

RELATED TOPICS: See
                RX_GETUSER
                , See
                RX_GETUSERS
                .

1.63   AmIRC.guide/RX_GETUSER

                GETUSER

Usage GETUSER /N

DESCRIPTION:

Returns the nick of the user number given on the active channel
userlist.

EXAMPLES:

options results; getuser 1; say result

RELATED TOPICS: See
                RX_GETSELECTEDUSER
                , See
                RX_GETUSERS
                .

1.64   AmIRC.guide/RX_GETUSERS

                GETUSERS

Usage GETUSERS

DESCRIPTION:

Returns a string containing the list of users on the active channel.

EXAMPLES:

options results; getusers; say result

RELATED TOPICS: See
                RX_GETUSER
                , See
                RX_GETSELECTEDUSER

.

1.65 AmIRC.guide/RX_GETUSERSTATE

```
GETUSERSTATE
------------

Usage GETUSERSTATE /N

DESCRIPTION:

Returns the status of user "num" on the active channel.
RC=0 User is online, but has no special status.
RC=1 User is Channel Operator.
RC=2 User is online and has been "Voiced".
RC=5 User # not in the userlist.
EXAMPLES:

options results; getuserstate 1; say rc
```

1.66 AmIRC.guide/RX_GETLINE

```
                  GETLINE
-------

Usage GETLINE

DESCRIPTION:

Waits for a line from the server and returns the following stem
variables;.
LINE        = The entire, unparsed, line recieved.
LINE.PREFIX = The Nick and user@host.
LINE.COMMAND= The MSG Type.
LINE.DEST   = The channel the message was written to.
LINE.REST   = The message text.
EXAMPLES:

options results

getline

text=line prefix=line.prefix comm=line.command dest=line.dest
rest=line.rest

say text,prefix,comm,dest,rest

RELATED TOPICS: See
                RX_PARSELINE
```

```
                  , See
                  RX_GETLASTLINE
                  .
```

1.67   AmIRC.guide/RX_GETLINECOUNT

```
                  GETLINECOUNT
------------
```

Usage GETLINECOUNT

DESCRIPTION:

Returns the number of lines in the channel buffer for the active window
channel.

EXAMPLES:

options results; getlinecount; say result

RELATED TOPICS: See
                  RX_GETLINE
                  .

1.68   AmIRC.guide/RX_GETLASTLINE

```
                  GETLASTLINE
-----------
```

Usage GETLASTLINE

DESCRIPTION:

Returns the last private message received in the format;.
:nick!~user@host Messagetype Nick :message text.

EXAMPLES:

options results; getlastline; say result

RELATED TOPICS: See
                  RX_PARSELINE
                  , See
                  RX_GETLINE
                  .

1.69 AmIRC.guide/RX_GETAWAYSTATE

```
GETAWAYSTATE
------------

Usage GETAWAYSTATE

DESCRIPTION:

Returns your away status.
rc=0 Not away.
rc=5 Away.
EXAMPLES:

options results; getawaystate; say rc
```

1.70 AmIRC.guide/RX_GETVERSION

```
GETVERSION
----------

Usage GETUSERS

DESCRIPTION:

Returns the Version number of AmIRC.

EXAMPLES:

options results; getversion; say result
```

1.71 AmIRC.guide/RX_PARSELINE

```
                PARSELINE
---------

Usage PARSELINE

DESCRIPTION:

Parses the line specified and returns the following stem variables;
LINE        = The entire, unparsed, line recieved.
LINE.PREFIX = The Nick and user@host
LINE.COMMAND= The MSG Type
LINE.DEST   = The channel the message was written to.
LINE.REST   = The message text.
EXAMPLES:

options results
```

```
getlastline last=result parseline last

text=line prefix=line.prefix comm=line.command dest=line.dest
rest=line.rest

say text,prefix,comm,dest,rest
```

RELATED TOPICS: See
                RX_GETLINE
                , See
                RX_GETLASTLINE
                .

1.72   AmIRC.guide/About MUI

```
Magic User Interface
********************
```

```
About MUI
=========
```

                        This application uses

                     MUI – MagicUserInterface

                (c) Copyright 1993/94 by Stefan Stuntz

                 Without MUI, AmIRC wouldn't exist.

           If you want to register directly, feel free to send

                       DM 30.- or US$ 20.-

                               to

                         Stefan Stuntz
                     Eduard-Spranger-Straße 7
                         80935 München
                            GERMANY

```
Why MUI?
========
```

```
Why MUI? you ask...
MUI is the most powerful application framework toolkit available for any
platform.  MUI allows applications to provide their users with a highly
usable, fast and configurable user interface which works well on any
screen setting, from a 640x200 NTSC display to a 1280x1024 true color
```

graphics board. MUI applications use less memory than comparable
applications since they can rely on a huge set of shared class code,
which is especially true if several MUI apps are run on the same
machine.

Plus, MUI's powerful OO class methods allows the application programmer
to work on the program's functionality instead of doing repetitive low
level tasks, resulting in much more powerful applications given the same
development times. MUI's GUI classes overcome the severe design bugs in
the ROM internal BOOPSI gadget classes, allowing for complex GUI objects
without high priority CPU hogging or potential system deadlocks.

MUI compacts over 4 years of development and optimization in a powerful
toolkit, an effort no application programmer can afford to invest in his
own development.

1.73 AmIRC.guide/Credits

Those Deserving Favour
****

Thanks to::
===========

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```
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Sandro 'Sandro' Catallo
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        The major inspiration for the IGNORE support in AmIRC


This Document Prepared by Laurence Walton


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```

1.74 AmIRC.guide/Bug Reports

```
How to Report Bugs
******************

Bug Reports
===========
```

> Please send bug reports to AmIRC@lsd.wupper.de, not to my
> standard mailbox. Include in the report the OS version of your
> amiga, The version of MUI that you have installed, and the version
> of AmIRC that you are using.
>
> Problems or additions of the AmIRC documentation should be directed to:
>
> lww@pgh.net

1.75 AmIRC.guide/Known Bugs

```
Problems, Causes, & Cures
*************************

Known Bugs
==========
```

* You absolutely MUST install SetPatch 40.16 (or higher), otherwise
  you will stumble over the broken pool functions in 3.0/3.1 exec

* The main window sometimes doesn't refresh properly when
  SIMPLE_REFRESH is used. Known bug in MUI 2.3's listview refresh
  sometimes throwing away damage regions. Fixed in MUI 3.

* Lockup when using Magic Menu. Install NewObtainGIRPort to cure
  this. NewObtainGIRPort is available from aminet or from the AmIRC
  home page. In older readme's, I suggested using SafeGIRPort, but
  there were reports that this won't really help the problem. Sorry,
  I don't use Cycle2Menu or MagicMenu and never had any problems
  with this myself.

* There are various problems when using AmIRC as a CLChat (ArcNet)
  client. These are all caused by bugs within CLChatIRCD and can't
  be fixed on AmIRC's side.

* ALT-CURSOR-UP/DOWN doesn't work with MultiCX. MultiCX's "advanced
  Edithook" will eat Cursor-UP/Down-Inputevent on it's own so they
  can't be processed by AmIRC. Use a different edit hook.

* ZFREQ causes AmIRC to fail upon start. ZFREQ seems to be unable to
  bear an application allocating a real huge number of
  ASL_Filerequest structures. Use a different file requester patch.

* Neither HILITE nor URL-Grabber work on text written by yourself.
  This is due to internal reasons, I'm not sure if it is worth
  changing.

1.76 AmIRC.guide/AmIRC Support

How to Get Help & Updates
****

One Click Updates
=================

You can easily download the latest version of AmIRC from the official
AmIRC support site by choosing the 'About...' Menu item from the
'AmIRC' menu. Here you will Find a gadget Labeled 'Download Latest
version of AmIRC'. By clicking this gadget, AmIRC will check the
support site for the version of AmIRC there. If it is newer than the
version you are using, it will proceed to download it for you. If it is
the same version, you will be notified of this, and the download will
be aborted. Once the new archive has been downloaded, You will be
shown the latest 'AmIRC.readme', and you will be given the option of
unarchiving the release to ram. NOTE: You must have LHA in your c:
directory for this functon to operate. Once you have done this, just
overwrite the old AmIRC files with the new ones. Your configuraton
files will remain unchanged.

NOTE: The auto update will only download a stripped version of the
archives, because this assumes you have already installed the full

version of AmIRC. with auto update, you will receive the executables
and any updated documents.

Support
=======

AmIRC Support Mailing List

     To keep up to date on AmIRC improvements or to get answers to AmIRC
     problems, Join the AmIRC support mailing list by sending email to:

     AmIRC-Request@lsd.wupper.de
     with the text "Add" in the body.

     AmIRC FTP Support Site

     For AmIRC Updates & Patches, ftp to:

     ftp.vapor.com/support/amirc/

     AmIRC Support on the World Wide Web

     Or, Alternatively, Visit the AmIRC WWW Support Site at:

     http://www.vapor.com/support/amirc/

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*****

          #amiga
                                          IRC

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