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Jeepster's IRC Numeric Reference

Windows 3.1 Version

Version 2 Release Date: 11/15/96

This help was developed primarily for mIRC software users.

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Acknowledgments *(including the blue text)*

Installation & Using This Help : A Quick READ ME! (**Important Info**)

Contacting The Help Author

Disclaimer (Legal Stuff)

For Help on Help, Press F1

Series 400 Error Replies

Fast Reference Newly added info: **D** = DALnet **U** = Undernet **E** = EFnet

The following is a list of numeric replies which are generated in response to the appropriate command. Each numeric is given with its number, name and reply string.

Error Replies.

- | | |
|-----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 401 | ERR_NOSUCHNICK
"<nickname> :No such nick/channel"
- Used to indicate the nickname parameter supplied to a command is currently unused. |
| 402 | ERR_NOSUCHSERVER
"<server name> :No such server"
- Used to indicate the server name given currently doesn't exist. |
| 403 | ERR_NOSUCHCHANNEL
"<channel name> :No such channel"
- Used to indicate the given channel name is invalid. |
| 404 | ERR_CANNOTSENDOCHAN
"<channel name> :Cannot send to channel"
- Sent to a user who is either (a) not on a channel which is mode +m or (b) not a chanop (or mode +v) on a channel which has mode +m set and is trying to send a PRIVMSG message to that channel. |
| 405 | ERR_TOOMANYCHANNELS
"<channel name> :You have joined too many \ channels"
- Sent to a user when they have joined the maximum number of allowed channels and they try to join another channel. |
| 406 | ERR_WASNOSUCHNICK
"<nickname> :There was no such nickname"
- Returned by WHOWAS to indicate there is no history information for that nickname. |
| 407 | ERR_TOOMANYTARGETS
"<target> :Duplicate recipients. No message \ delivered"
- Returned to a client which is attempting to send a PRIVMSG/NOTICE using the user@host destination format and for a user@host which has several occurrences. |
| 409 | ERR_NOORIGIN
":No origin specified" |

- PING or PONG message missing the originator parameter which is required since these commands must work without valid prefixes.

411 ERR_NORECIPIENT
":No recipient given (<command>)"

412 ERR_NOTEXTTOSEND
":No text to send"

413 ERR_NOTOPLEVEL
"<mask> :No toplevel domain specified"

414 ERR_WILDTOPLEVEL
"<mask> :Wildcard in toplevel domain"

- 412 - 414 are returned by PRIVMSG to indicate that the message wasn't delivered for some reason. ERR_NOTOPLEVEL and ERR_WILDTOPLEVEL are errors that are returned when an invalid use of "PRIVMSG \$<server>" or "PRIVMSG #<host>" is attempted.

421 ERR_UNKNOWNCOMMAND
"<command> :Unknown command"

- Returned to a registered client to indicate that the command sent is unknown by the server.

422 ERR_NOMOTD
":MOTD File is missing"

- Server's MOTD file could not be opened by the server.

423 ERR_NOADMININFO
"<server> :No administrative info available"

- Returned by a server in response to an ADMIN message when there is an error in finding the appropriate information.

424 ERR_FILEERROR
":File error doing <file op> on <file>"

- Generic error message used to report a failed file operation during the processing of a message.

431 ERR_NONICKNAMEGIVEN
":No nickname given"

- Returned when a nickname parameter expected for a command and isn't found.

D 432 ERR_ERRONEUSNICKNAME
"<nick> :Erroneus nickname"

- Returned after receiving a NICK message which contains characters which do not fall in the defined set. See section x.x.x for details on valid nicknames.
*DALnet Note: Reserved for DALnet services
Happens when non-oper tries to change to a nick that is Q:lined*

- 433 ERR_NICKNAMEINUSE
 "<nick> :Nickname is already in use"
- Returned when a NICK message is processed that results in an attempt to change to a currently existing nickname.
DALnet Uses this numeric for Reserved Nicks :Nickname is registered to someone else.
- 436 ERR_NICKCOLLISION
 "<nick> :Nickname collision KILL"
- Returned by a server to a client when it detects a nickname collision (registered of a NICK that already exists by another server).
- D** 437 ERR_BANNICKCHANGE,
 "%s :Cannot change nickname while banned on channel"
 Not on EFnet
- 441 ERR_USERNOTINCHANNEL
 "<nick> <channel> :They aren't on that channel"
- Returned by the server to indicate that the target user of the command is not on the given channel.
- 442 ERR_NOTONCHANNEL
 "<channel> :You're not on that channel"
- Returned by the server whenever a client tries to perform a channel effecting command for which the client isn't a member.
- 443 ERR_USERONCHANNEL
 "<user> <channel> :is already on channel"
- Returned when a client tries to invite a user to a channel they are already on.
- 444 ERR_NOLOGIN
 "<user> :User not logged in"
- Returned by the summon after a SUMMON command for a user was unable to be performed since they were not logged in.
- 445 ERR_SUMMONDISABLED
 ":SUMMON has been disabled"
Returned as a response to the SUMMON command.
Must be returned by any server which does not implement it.
- 446 ERR_USERSDISABLED
 ":USERS has been disabled"
- Returned as a response to the USERS command. Must be returned by any server which does not implement it.

- 451 ERR_NOTREGISTERED
 ":You have not registered"
 - Returned by the server to indicate that the client must be registered before the server will allow it to be parsed in detail.
- 461 ERR_NEEDMOREPARAMS
 "<command> :Not enough parameters"
 - Returned by the server by numerous commands to indicate to the client that it didn't supply enough parameters.
- 462 ERR_ALREADYREGISTERED
 ":You may not reregister"
 - Returned by the server to any link which tries to change part of the registered details (such as password or user details from second USER message).
- 463 ERR_NOPERMFORHOST
 ":Your host isn't among the privileged"
 - Returned to a client which attempts to register with a server which does not been setup to allow connections from the host the attempted connection is tried.
- 464 ERR_PASSWDMISMATCH
 ":Password incorrect"
 - Returned to indicate a failed attempt at registering a connection for which a password was required and was either not given or incorrect.
- 465 ERR_YOUREBANNEDCREEP
 ":You are banned from this server"
 - Returned after an attempt to connect and register yourself with a server which has been setup to explicitly deny connections to you.
- 467 ERR_KEYSET
 "<channel> :Channel key already set"
- 471 ERR_CHANNELISFULL
 "<channel> :Cannot join channel (+l)"
- 472 ERR_UNKNOWNMODE
 "<char> :is unknown mode char to me"
- 473 ERR_INVITEONLYCHAN
 "<channel> :Cannot join channel (+i)"
- 474 ERR_BANNEDFROMCHAN
 "<channel> :Cannot join channel (+b)"
- 475 ERR_BADCHANNELKEY
 "<channel> :Cannot join channel (+k)"
- D/U** 478 ERR_BANLISTFULL, "%s %s :Channel ban/ignore list is full",
 This does NOT work on EFNet (full after 20 entries)
 DALnet: Banlist is full after 60 entries

Undernet: Banlist is full after 30 entries

- 481 ERR_NOPRIVILEGES
 ":Permission Denied- You're not an IRC operator"
- Any command requiring operator privileges to operate must return this error to indicate the attempt was unsuccessful.
- 482 ERR_CHANOPRIVSNEEDED
 "<channel> :You're not channel operator"
- Any command requiring 'chanop' privileges (such as MODE messages) must return this error if the client making the attempt is not a chanop on the specified channel.
- 483 ERR_CANTKILLSERVER
 ":You cant kill a server!"
- Any attempts to use the KILL command on a server are to be refused and this error returned directly to the client.
- 491 ERR_NOOPERHOST
 ":No O-lines for your host"
- If a client sends an OPER message and the server has not been configured to allow connections from the client's host as an operator, this error must be returned.
- 501 ERR_UMODEUNKNOWNFLAG
 ":Unknown MODE flag"
- Returned by the server to indicate that a MODE message was sent with a nickname parameter and that the a mode flag sent was not recognized.
- 502 ERR_USERSDONTMATCH
 ":Cant change mode for other users"
- Error sent to any user trying to view or change the user mode for a user other than themselves.
- D** 511 ERR_SILELISTFULL, "%s :Your silence list is full"
 DALnet Only?
- 512 ERR_NOSUCHGLINE, "%s@%s :No such gline",
513 ERR_BADPING, (char*)NULL

Series 300 Command Replies

[Fast Reference](#) **D** = DALnet **U** = Undernet **E** = EFnet

Command replies

- 300 RPL_NONE
 Dummy reply number. Not used.
- 302 RPL_USERHOST
 ":[<reply>{<space><reply>}]"
- Reply format used by USERHOST to list replies to the query list. The reply string is composed as follows:
 <reply> ::= <nick>["*"] '=' <'+'|'-><hostname>
 The '*' indicates whether the client has registered as an Operator. The '-' or '+' characters represent whether the client has set an AWAY message or not respectively.
- 303 RPL_ISON
 ":[<nick> {<space><nick>}]"
- Reply format used by ISON to list replies to the query list.
- 301 RPL_AWAY
 "<nick> :<away message>"
- 305 RPL_UNAWAY
 ":You are no longer marked as being away"
- 306 RPL_NOWAWAY
 ":You have been marked as being away"
- These replies are used with the AWAY command (if allowed). RPL_AWAY is sent to any client sending a PRIVMSG to a client which is away. RPL_AWAY is only sent by the server to which the client is connected. Replies RPL_UNAWAY and RPL_NOWAWAY are sent when the client removes and sets an AWAY message.
- 304 RPL_TEXT, (char *)NULL,
 (uncertain about this one at time of release)
- D** 310 RPL_WHOSHELPOP, "%s :looks very helpful.",
 "<nick> <help status msg>
 A sample reply is: "White_Dragon looks very helpful."
- 311 RPL_WHOSUSER
 "<nick> <user> <host> * :<real name>"
- 312 RPL_WHOSSERVER
 "<nick> <server> :<server info>"
- 313 RPL_WHOSOPERATOR
 "<nick> :is an IRC operator"

317 RPL_WHOISIDLE
 "<nick> <integer> :seconds idle"
 318 RPL_ENDOFWHOIS
 "<nick> :End of /WHOIS list"
 319 RPL_WHOISCHANNELS
 "<nick> :{[@|+]<channel><space>}"

- Replies 311 - 313, 317 - 319 are all replies generated in response to a WHOIS message. Given that there are enough parameters present, the answering server must either formulate a reply out of the above numerics (if the query nick is found) or return an error reply. The '*' in RPL_WHOISUSER is there as the literal character and not as a wild card. For each reply set, only RPL_WHOISCHANNELS may appear more than once (for long lists of channel names). The '@' and '+' characters next to the channel name indicate whether a client is a channel operator or has been granted permission to speak on a moderated channel. The RPL_ENDOFWHOIS reply is used to mark the end of processing a WHOIS message.

314 RPL_WHOWASUSER
 "<nick> <user> <host> * :<real name>"
 369 RPL_ENDOFWHOWAS
 "<nick> :End of WHOWAS"

- When replying to a WHOWAS message, a server must use the replies RPL_WHOWASUSER, RPL_WHOISSERVER or ERR_WASNOSUCHNICK for each nickname in the presented list. At the end of all reply batches, there must be RPL_ENDOFWHOWAS (even if there was only one reply and it was an error).

321 RPL_LISTSTART
 "Channel :Users Name"
 322 RPL_LIST
 "<channel> <# visible> :<topic>"
 323 RPL_LISTEND
 ":End of /LIST"

- Replies RPL_LISTSTART, RPL_LIST, RPL_LISTEND mark the start, actual replies with data and end of the server's response to a LIST command. If there are no channels available to return, only the start and end reply must be sent.

324 RPL_CHANNELMODEIS
 "<channel> <mode> <mode params>"

D 328 Chanserv URL for a channel
 I don't know the alpha response for this.
 No chanserv on EFnet or Undernet.

D/U 329 RPL_CREATIONTIME, "%s %lu",
*Gives creation time of channel when you join, or
when channel modes are changed. (Not on EFnet)*

331 RPL_NOTOPIC
"<channel> :No topic is set"

332 RPL_TOPIC
"<channel> :<topic>"
- When sending a TOPIC message to determine the
channel topic, one of two replies is sent. If
the topic is set, RPL_TOPIC is sent back else
RPL_NOTOPIC.

D/U/E 333 RPL_TOPICWHOTIME, "%s %s %lu",
-Tells who set the topic, and when

341 RPL_INVITING
"<channel> <nick>"
- Returned by the server to indicate that the
attempted INVITE message was successful and is
being passed onto the end client.

342 RPL_SUMMONING
"<user> :Summoning user to IRC"
- Returned by a server answering a SUMMON message
to indicate that it is summoning that user.

351 RPL_VERSION
"<version>.<debuglevel> <server> :<comments>"
- Reply by the server showing its version details.
The <version> is the version of the software being
used (including any patchlevel revisions) and the
<debuglevel> is used to indicate if the server is
running in "debug mode".
The "comments" field may contain any comments about
the version or further version details.

352 RPL_WHOREPLY
"<channel> <user> <host> <server> <nick> \
<H|G>[*][@|+] :<hopcount> <real name>"

315 RPL_ENDOFWHO
"<name> :End of /WHO list"
- The RPL_WHOREPLY and RPL_ENDOFWHO pair
are used to answer a WHO message. The
RPL_WHOREPLY is only sent if there is an appropriate
match to the WHO query. If there is a list of parameters
supplied with a WHO message, a RPL_ENDOFWHO
must be sent after processing each list item with <name>
being the item.

353 RPL_NAMREPLY
"<channel> :[[@|+]<nick> [[@|+]<nick> [...]]]"

- D** 362 RPL_CLOSING, "%s :Closed. Status = %d",
- D** 363 RPL_CLOSEEND, "%d: Connections Closed",
Response to the /raw close command that closes unknown connections. May work on nets other than DALnet.
- 366 RPL_ENDOFNAMES
" <channel> :End of /NAMES list"
- To reply to a NAMES message, a reply pair consisting of RPL_NAMREPLY and RPL_ENDOFNAMES is sent by the server back to the client. If there is no channel found as in the query, then only RPL_ENDOFNAMES is returned. The exception to this is when a NAMES message is sent with no parameters and all visible channels and contents are sent back in a series of RPL_NAMEREPY messages with a RPL_ENDOFNAMES to mark the end.
- 364 RPL_LINKS
" <mask> <server> :<hopcount> <server info>"
- 365 RPL_ENDOFLINKS
" <mask> :End of /LINKS list"
- In replying to the LINKS message, a server must send replies back using the RPL_LINKS numeric and mark the end of the list using an RPL_ENDOFLINKS reply.
- 367 RPL_BANLIST
" <channel> <banid>"
Banid can be broken into <banmask> <banner> <time/date>
time/date can be converted by \$asctime and is supported on most, but not all, EFnet servers. Info from "RoWDoG"
- 368 RPL_ENDOFBANLIST
" <channel> :End of channel ban list"
- When listing the active 'bans' for a given channel, a server is required to send the list back using the RPL_BANLIST and RPL_ENDOFBANLIST messages. A separate RPL_BANLIST is sent for each active banid. After the banids have been listed (or if none present) a RPL_ENDOFBANLIST must be sent.
- 371 RPL_INFO
" :<string>"
- 374 RPL_ENDOFINFO
" :End of /INFO list"
- A server responding to an INFO message is required to send all its 'info' in a series of RPL_INFO messages with a RPL_ENDOFINFO reply to indicate the end of the replies.

375 RPL_MOTDSTART
 "-: <server> Message of the day - "

372 RPL_MOTD
 "-: <text>"

376 RPL_ENDOFMOTD
 ":End of /MOTD command"

- When responding to the MOTD message and the MOTD file is found, the file is displayed line by line, with each line no longer than 80 characters, using RPL_MOTD format replies. These should be surrounded by a RPL_MOTDSTART (before the RPL_MOTDs) and an RPL_ENDOFMOTD (after).

377 RPL_ISASERVICE
 - Undocumented

381 RPL_YOUREOPER
 ":You are now an IRC operator"

- RPL_YOUREOPER is sent back to a client which has just successfully issued an OPER message and gained operator status.

382 RPL_REHASHING
 "<config file> :Rehashing"

- If the REHASH option is used and an operator sends a REHASH message, an RPL_REHASHING is sent back to the operator.

391 RPL_TIME
 "<server> :<string showing server's local time>"

- When replying to the TIME message, a server must send the reply using the RPL_TIME format above. The string showing the time need only contain the correct day and time there. There is no further requirement for the time string.

392 RPL_USERSSTART
 ":UserID Terminal Host"

393 RPL_USERS
 ":%-8s %-9s %-8s"

394 RPL_ENDOFUSERS
 ":End of users"

395 RPL_NOUSERS
 ":Nobody logged in"

- If the USERS message is handled by a server, the replies RPL_USERSTART, RPL_USERS, RPL_ENDOFUSERS and RPL_NOUSERS are used. RPL_USERSSTART must be sent first, following by either a sequence of RPL_USERS or a single RPL_NOUSER. Following this is RPL_ENDOFUSERS.

Series 200 Command Replies

Fast Reference Newly added info: **D** = DALnet **U** = Undernet **E** = EFnet

200	RPL_TRACELINK	"Link <version & debug level> <destination> \ <next server>"
201	RPL_TRACECONNECTING	"Try. <class> <server>"
202	RPL_TRACEHANDSHAKE	"H.S. <class> <server>"
203	RPL_TRACEUNKNOWN	"???? <class> [<client IP address in dot form>]"
204	RPL_TRACEOPERATOR	"Oper <class> <nick>"
205	RPL_TRACEUSER	"User <class> <nick>"
206	RPL_TRACESERVER	"Serv <class> <int>S <int>C <server> \ <nick!user!*>@<host server>"
208	RPL_TRACENEWTYPE	"<newtype> 0 <client name>"
261	RPL_TRACELOG	"File <logfile> <debug level>"
262	RPL_TRACEPING	- The RPL_TRACE* are all returned by the server in response to the TRACE message. How many are returned is dependent on the the TRACE message and whether it was sent by an operator or not. There is no predefined order for which occurs first. Replies RPL_TRACEUNKNOWN, RPL_TRACECONNECTING and RPL_TRACEHANDSHAKE are all used for connections which have not been fully established and are either unknown, still attempting to connect or in the process of completing the 'server handshake'. RPL_TRACELINK is sent by any server which handles a TRACE message and has to pass it on to another server. The list of RPL_TRACELINKs sent in response to a TRACE command traversing the IRC network should reflect the actual connectivity of the servers themselves along that path. RPL_TRACENEWTYPE is to be used for any connection which does not fit in the other categories but is being displayed anyway.
211	RPL_STATSLINKINFO	"<linkname> <sendq> <sent messages> \ <sent bytes> <received messages> \ <received bytes> <time open>"
212	RPL_STATSCOMMANDS	"<command> <count>"
213	RPL_STATSCLINE	

214 RPL_STATSNLN "C <host> * <name> <port> <class>"
 215 RPL_STATSILN "N <host> * <name> <port> <class>"
 216 RPL_STATSKLN "I <host> * <host> <port> <class>"
 "K <host> * <username> <port> <class>"

D 217 RPL_STATSQLINE, "%c %s * %s %d %d",
DALnet and Reserved

218 RPL_STATSYLINE
 "Y <class> <ping frequency> <connect \\
 frequency> <max sendq>"

219 RPL_ENDOFSTATS
 "<stats letter> :End of /STATS report"

241 RPL_STATSLLN "L <hostmask> * <servername> <maxdepth>"

242 RPL_STATSUPTIME
 ":Server Up %d days %d:%02d:%02d"

243 RPL_STATSOLN "O <hostmask> * <name>"

245 RPL_STATSSLN
 Undocumented

246 RPL_STATSTLN
 Undocumented

244 RPL_STATSHLN
 "H <hostmask> * <servername>"

D 247 RPL_STATSXLN, "X %s %d",

D/U 248 RPL_STATSULN, "%c %s * %s %d %d",
*Upper case /stats U gives U:lines on DALnet and
 Undernet. Any u on EFnet, or lowercase u on DALnet
 and Undernet gives server uptime (242) and highest
 connection count (250)*

249 RPL_STATSDEBUG
 Undocumented at this time

D/U/E 250 RPL_STATSCONN,
*":Highest connection count: %d (%d clients)",
 You get this on EFnet on connect, but not on DALnet
 or Undernet when connecting, they use a notice instead.
 Both respond with this numeric to a /stats u*

275 RPL_STATSDLN, "%c %s %s"

221 RPL_UMODEIS
 "<user mode string>"
 - To answer a query about a client's own mode,
 RPL_UMODEIS is sent back.

251 RPL_USERCLIENT
 ":There are <integer> users and <integer> \ invisible on <integer> servers"

252 RPL_USEROP
 "<integer> :operator(s) online"

253 RPL_USERUNKNOWN
 "<integer> :unknown connection(s)"

254 RPL_USERCHANNELS
 "<integer> :channels formed"

255 RPL_USERME
 ":I have <integer> clients and <integer> \ servers"
 - In processing an USERS message, the server sends a set of replies from RPL_USERCLIENT, RPL_USEROP, RPL_USERUNKNOWN, RPL_USERCHANNELS and RPL_USERME. When replying, a server must send back RPL_USERCLIENT and RPL_USERME. The other replies are only sent back if a non-zero count is found for them.

256 RPL_ADMINME
 "<server> :Administrative info"

257 RPL_ADMINLOC1
 ":<admin info>"

258 RPL_ADMINLOC2
 ":<admin info>"

259 RPL_ADMINEMAIL
 ":<admin info>"
 - When replying to an ADMIN message, a server is expected to use replies RPL_ADMINME through to RPL_ADMINEMAIL and provide a text message with each. For RPL_ADMINLOC1 a description of what city, state and country the server is in is expected, followed by details of the university and department (RPL_ADMINLOC2) and finally the administrative contact for the server (an email address here is required) in RPL_ADMINEMAIL.

263 RPL_LOAD2HI :Server load is temporarily too heavy. Please wait

D/U 271 RPL_SILELIST, "%s %s",

D/U 272 RPL_ENDOFSILELIST, ":End of Silence List",
Format of silence command:
/silence List users you have silenced
*/silence [+]*nick!user@host.dom* Adds specified user*
*/silence -*nick!user@host.dom* Removes specified user*
Globals can be used in any part of the address, and

*/silence user@host.dom --> *!user@host.dom*
No silence command on EFnet

280 RPL_GLIST
Undocumented at this time
281 RPL_ENDOFGLIST
Undocumented at this time

Reserved Codes

Reserved numerics.

Help Author's Comment: Most of these are reserved. I was only able to document them on DALnet. Other net's likely use them as well.

Per the RFC 1459:

These numerics are not described above since they fall into one of the following categories:

1. no longer in use;
2. reserved for future planned use;
3. in current use but are part of a non-generic 'feature' of the current IRC server.

209	RPL_TRACECLASS	D
217	RPL_STATSQLINE	D
231	RPL_SERVICEINFO	D
232	RPL_ENDOFSERVICES	D
233	RPL_SERVICE	D
234	RPL_SERVLIST	D
235	RPL_SERVLISTEND	D
316	RPL_WHOSCHANOP	
361	RPL_KILLDONE	D
362	RPL_CLOSING	D
363	RPL_CLOSEEND	D
373	RPL_INFOSTART	D
384	RPL_MYPORTIS	D
466	ERR_YOUWILLBEBANNED	D
476	ERR_BADCHANMASK	D
492	ERR_NOSERVICEHOST	D

Server Welcome

Note

```
001    RPL_WELCOME, "Welcome to the DALnet IRC Network %s",
002    RPL_YOURHOST, "Your host is %s, running version %s",
003    RPL_CREATED, "This server was created %s",
004    RPL_MYINFO, "%s %s oiwsg biklmnopstv",
005    RPL_MAP
006    RPL_MAPMORE
007    RPL_MAPEND
```

Numeric Code Fast Reference



shows a list of codes related to the specific **topic**

Note: Jumps go directly to the specific **numeric code** entry or **topic** clicked

Topical Numerics:



Whois :



Who :



Links :



Names :



Admin :



Stats :



Ban List:



List :



Silence :



Mode :



MotD :



Away :



Lusers :



Trace :



Others :

Numeric Code Sequence:

000 Series: (**hint**)

[001](#) [002](#) [003](#) [004](#) [005](#) [006](#) [007](#)

200 Series:

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500 Series:

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Using 001/002/003/004

When using the 000 series of numeric codes in mIRC, don't enter the code in as 001. Use 1 without the 00's. The same is true for all 000 codes. Enter them as 1, 2, 3 or 4, etc.

Scripting Examples

These are provided as examples only:

These are a few examples what can be done with the Remote RAW section of mIRC.

Read [The Disclaimer](#) that is part of this Help file. Most of these scripts are written for mIRC version 4.6 or later, although some will work with mIRC version 4.52. As is always the rule, use only scripts you understand.

Okay, with that out of the way, let's look at a couple of simple scripts. Ever been typing away in a message/query window, while your status window hidden, only to find the person you "think" you are chatting with has quit or pinged out? Here is a simple line that moves the "No Such User" reply from the status window to your message window.

Comments and explanations are in black text, [the actual alias and raw entries are in blue text](#).

In Remote RAW section:

```
401:*/echo 1 $parm2 $parm2* | halt
```

Now, a slightly more complex script for checking how long an individual user has been idle, what channels they are on and saving the info to variables so you can use it in an alias.

Related information: MIRC.HLP Links: (requires **mirc.hlp** in directory to work)

- ⇒ #Groups: [Access Levels](#) *How to create Groups*
- ⇒ Variables: [Variables](#) *Setting and controlling %variables*
- ⇒ If-Then-Else: [If/Then/Else](#) *How to evaluate data*
- ⇒ Numeric Example: [How to listen for raw server messages](#) *Listening for and using Numerics*

Using the RAW section and numerics to capture info and play it back at will in mIRC 4.52

Insert in Remote RAW Section:

```
#group1 start
319:*/set %Hchan $parm3*
301:*/echo $parms
317:*. {
set %idlet $parm3
set %idlet2 %idlet / 60
set %idlet3 %idlet2 * 60
set %idlet4 %idlet - %idlet3
}
halt
#group1 end
```

ALIAS Section:

The Alias to Initiate a Whois and capture Idle Time:

(note this let's you click on a nick and then hit your F9 key to do the "/whois nick nick" and the nick nick is necessary if you want to capture the time of someone that is on a different server than you.)

```
/f9 /whois $snicks $snicks | /set %idle $snicks | /set %chan $chan
```

Then to Play the info to the channel a second alias is used:

```
/worth { if ( %idlet < 60 ) msg %chan Say %Idle $+ ... $+ You've been Idle %idlet <sec's> and you are on  
%Hchan $+ ... $+ Are you getting your money's worth?  
else {  
msg %chan Say %Idle $+ ... $+ You've been Idle about %idlet2 <min's> & %idlet4 <sec's> and you are on  
%Hchan $+ ... $+ Are you getting your money's worth?  
}  
}
```

(This will check the idle time and if under 60 sec's play the first line (sec's) only, otherwise it will play the second line...(min's and sec's)

All right, now you want to see something a bit more ambitious, you say? Here's **Ogre's** Channel Info Script. This is so clean, it is almost poetry. It is designed for IRCop's, so regular users may need to modify it slightly.

Ogre: Note that the Invisible Field is for IRC ops (non-opered users can't see +i)

Alias Section:

```
/chaninfo /.enable #ChanInfo | /echo 5 # *** Gathering Channel Info | /who #  
#ChanInfo disabled
```

Remote Raw Section:

```
352:*. {  
if (* isin $parm7) { inc %CIIRCops 1 }  
if (@ isin $parm7) { inc %CIOps 1 }  
else { inc %CINOps 1 }  
if (G isin $parm7) { inc %CIAway 1 }  
if (H isin $parm7) { inc %CIHere 1 }  
if (+ isin $parm7) { inc %CIVoice 1 }  
if (% isin $parm7) { inc %CIInvi 1 }  
halt  
}  
  
315:*. {  
echo 5 $parm2 *** Info Collected  
if (%CIIRCops == $null) { set %CIIRCops 0 }  
if (%CIOps == $null) { set %CIOps 0 }  
if (%CINOps == $null) { set %CINOps 0 }  
if (%CIAway == $null) { set %CIAway 0 }  
if (%CIHere == $null) { set %CIHere 0 }  
if (%CIVoice == $null) { set %CIVoice 0 }  
if (%CIInvi == $null) { set %CIInvi 0 }  
/echo 3 $parm2 Channel Stats for $parm2 $+ : Voiced: %CIVoice  
/echo 3 $parm2 IRCops: %CIIRCops \ Ops: %CIOps / Non-Ops: %CINOps  
/echo 3 $parm2 Away: %CIAway \ Here: %CIHere / Invisible: %CIInvi  
/echo 5 *** Channel Info Completed  
/.disable #ChanInfo  
unset %CI*  
halt
```

```
}  
#ChanInfo end
```

Despayre has shared two examples here. This one checks DALnet servers and notes which aren't present. Of course we all know that DALnet never experiences Server Splits <g>.

For the Alias section: (note: you'll need to set %dalnetServers once prior to using this)

```
/F2 /links | /lusers | /set -q %missingServers %dalnetServers | unset -q  
%extraServers | /.enable #serversmissing
```

For the Remote RAW section:

```
#serversmissing disabled  
364:*: {  
set %DALnetServers WizNet-Hub Raptor Centurion  
Firehouse Sodre Opus Spider Phoenix Liberator Cin Dragon Skypoint  
Toronto Nether Services Kechara Dreamscape Taxi Mystic Aussie-hub Bunyip  
Davis Xgw Hades Stlouis Toast Cyberverser Uncc Voyager Mindijari Ohana Glass  
Farside  
%tempserver = $token(1,46,$parm2)  
if %tempserver !isin %DALnetServers { set  
%extraServers %extraServers %tempserver }  
set %missingServers $remove(%missingServers,%tempserver)  
halt  
}  
365:*: {  
if %missingServers == $null { echo 4 $active All servers present and  
accounted for. }  
else echo 4 $active Server(s) Missing: %missingServers  
if %extraServers != $null echo 3 $active New server(s): %extraServers  
timer 1 4 /disable #serversmissing  
halt  
}  
#servermissing end
```

And here is a second example of **Despayre's** scripting in the Away Department:

<Despayre> k, this one requires 2 timers in the perform section...

Timers for the Perform Section:

```
/timer 0 298 if !$away == $false { enable #amIaway }  
/timer 0 300 if !$away == $false { whois Despayre }
```

The #amIaway group for the Remote Raw Section:

```
#amIaway disabled  
310:*Despayre*:halt  
311:*Despayre*:halt  
312:*Despayre*:halt  
313:*Despayre*:halt  
318:*Despayre*:halt  
319:*Despayre*:halt  
317:*Despayre*:{
```

```

if $parm3 > 250 { goto next }
disable #amIaway
halt
:next
set %away Set away since $fulldate forced away by the new and improved
Drogo-Slacker-Attacker ™ 1996 All Rights Reserved "Page Despayre" to page
me...(for an IRCop go to #DragonRealm)
ame is forcibly set away by the new and improved Drogo-Slacker-Attacker ™
1996 All Rights Reserved
nick Desp-Away
timestamp on
timer50 0 3600 /describe # is away (alt-F4 to page him)
disable #amIaway
halt
}
#amIaway end

```

Note: if \$parm3 > 250 { goto next } portion sets the number of seconds, modify the 250 for however many seconds you want it to use.

Hexadec's Clone Checker. This is a very slick piece of work. Innovative way of checking for clones with RAW.

10/14/96 Hexadec's clone finder's for mIRC 4.6+

Channel Popups:

```
Clone Check:who $chan | .enable #clone_check
```

Raw #clone_check group:

```

#clone_check disabled
352:* {
    %y = [ $readini [ scan.ini x $parm4 ] ]
    if (%y != $null) {
        if ($parm4 !isin %s) { %s = %s $parm4 }
    }
    writeini scan.ini x [ $parm4 ] . $+ $parm6) [ $readini [ scan.ini x
$parm4 ] ]
    halt
}
315:* {
    if (%s == $null) { echo 4 -a There are no clones }
    :x
    inc %z
    if ($token(%z,32,%s) != $null) {
        echo 4 -a There are $count( [ $readini [ scan.ini x
$token(%z,32,%s) ] ] ,.) clients from *!*@ $+ $token(%z,32,%s)
        echo 4 -a $remove( [ $readini [ scan.ini x $token(%z,32,%s) ] ] ,.)
        goto x
    }
    unset %i %z %s %y
    remini scan.ini x
}

```

```
.disable #clone_check
halt
}
#clone_check end
```

Hexadec's Note

Lastly, **OkeyDoke** gives you a simple way to check Luser stats for the net you are connected to.

Okey's comments: The Raw section permits you to choose most anything the server sends and redirect it from your status window to your active window. Here's a simple example of formatting and redirecting raw data returned by the server. This will capture the current /lusers statistics for the net you're on, summarize them, and either display the summary to you or send it to the active channel/query window.

Place these lines in your Raw section:

```
251:*.%LUUsers = $parm4 + $parm7 | %LUUsers = $parm10
252:*.%LUops = $parm2
254:*.%LUchans = $parm2 | if (%luser = on) { ludo | unset %luser }
```

And place the following in your Aliases section:

```
luser set %luser on | lusers
ludo {
set %ludo $?="Send summary to [ $active ] ? (y)es/esc"
if (%ludo = $null) { echo 2 $active Currently there are %LUUsers users on %LUchans channels, with %LUUsers
servers connected and %LUops IRCops online, as reported by $server. }
elseif (y isin %ludo) { msg $active Currently there are %LUUsers users on %LUchans channels, with %LUUsers
servers connected and %LUops IRCops online, as reported by $server. }
unset %ludo
}
```

When you want an /lusers summary, just type /luser and a neat summary will be displayed to you or sent to the active window.

End of Scripting Examples

Now, it's your turn to take a shot at it. Script away, if you have questions when writing a script, I suggest you stop by **#mIRC** (the mIRC help channel on DALnet, EFnet, and Undernet). **#mIRC** does not support pre-fab scripts, including the ones here. It is a help channel for individuals writing their own scripts or with questions relating to **mIRC** software. However, you should be aware of the mIRC motto: **"Read the FAQ".***

For more information on scripting, mIRC, see the [Web Links](#) page of this help. You can hop directly to the web from this help file (using your web browser). I have included a number of sites there that I have found to be valuable.

***FAQ** means Frequently Asked Questions, it comes in both write and help formats, produced by Krejt Vonck. It is the equivalent of the User's Manual found with most software and it is the mIRC user's premier reference. On-Line viewing is available at: <http://www.mirc.co.uk/faq.html>

WEB Links

Here are a list of WEB links that I have found worthwhile. By simply clicking on them, you can go right to the web from here. If your browser isn't on, it will be opened automatically. If you experience problems with this (and even if you don't) read the Installing & Using This Help section of this help file.

Web Pages listed here are primarily about mIRC software, scripting, and/or features. However, I've included links to the Web Pages for the big three IRC nets and their ftp sites. I've also added some other helpful sites (such as the Win95 site which is in both 16 and 32 bit versions).

You need one of three WEB browsers for these links to work:

Netscape MicroSoft Internet Explorer Mosaic

Source Material:

RFC 1459 is available at <http://ds.internic.net/rfc/rfc1459.txt>

S_ERR.C and **NUMERIC.H** files are part of **IRC2.9.32** which is available at various ftp sites including DALnet's. They are authored by **avalon**.

mIRC Info:

mIRC homepage: <http://www.mirc.co.uk>

mIRC FAQ On Line: <http://www.mirc.co.uk/faq.html>

Laurence Simon's Tips and Tricks: <http://www.phoenix.net/~lsimon/mirc.html> ...Wit, Candor, and a Wealth of Info...I really recommend a visit here!

Spark's page: <http://www.xmission.com:80/~sparky/>
His scripts page is a channel operators dream!

The mIRC Info Center: <http://mirc.stealth.net/>

Pacman's Page: <http://www.mis.ca/dialin/pacman/irc.html>
DALnet user's should definitely get his DALnet Services Help and DALnet Popups files.

Poolshark's page includes an excellent guide to etiquette along with many other handy tips:
<http://www.pacificnet.net/~turquidi/mirc.html>

Looking for a good mIRC Tutorial? Ducky's: <http://kpt1.tricon.net/Personal/ewheeler/tutorial.html?> and don't forget to check out the rest of his page.

mIRC Links Page: <http://www-2.nijenrode.nl/software/mirc/links.html>
Here's some more places to check for **mIRC** info.

Scripters Info:

Scripts? Write your own! Okay, everyone needs a little inspiration now and again.
Try CTFire's page: <http://www.ctfire.com/>
Check his help file section out too.

IRC Net Sites

(okay folks, net's are listed alphabetically)

DALnet Homepage: <http://www.dal.net/>

DALnet FTP Site: <ftp://ftp.dal.net/>

EFnet Homepage: NONE FOUND

EFnet FTP site: NONE FOUND

Undernet Homepage: <http://www.undernet.org?/>

Undernet FTP site: <ftp://ftp.undernet.org/>

Other Sites:

Win95:

Windows95: <http://www.windows95.com/connect/tcp.html>

A tutorial about setting up your DialUp Networking. Other handy info there as well.

Windows95 TCP/IP Setup FAQ: <http://www.aa.net/~pcd/slp95faq.html>

Windows95 Annoyances: <http://www.creativelement.com/win95ann/index.html>

Virus Checkers: "A ounce of prevention is worth a pound of cure"

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

Norton: <http://www.symantec.com/avcenter/index.html>

AnitVirus Center: <http://www.antivirus.com/>

Creating Help Files:

How did I create this Help, and what about the really spiffy keen browsing capability?

Here's the answer, **WinHelp Office** featuring **RoboHelp** version 4.0 by Blue Sky Software:

<http://www.blue-sky.com>

Tell them **Jeepster** sent you, it'll confuse the heck out of them! Oh...and no, I don't do warez! RoboHelp and WinHelp Office are commercial (not shareware) programs bought and paid for by the sweat of my brow.

Misc:

Jeepster's Numeric Page: <http://www.teleport.com/~jeepster/numeric.html>

Teleport: <http://www.teleport.com/>

A plug for my primary provider. They actually answer support calls patiently and are generally pretty good folks.

Providers: <http://thelist.iworld.com/>

Looking for a provider's address? Well, here's the place to find it.

Acknowledgements

This help is the product of many people's efforts. The primary information came from **the RFC 1459** by **J. Oikarinen** and **D. Reed**. More information was obtained from the **s_err.c** file by **Darren Reed**. See the [Web Links](#) for source's of

Specifically, my thanks to **DougGuy** from DALnet, who's time and effort greatly improved this help file. Where you see *blue text* in the numerics section, it is likely due to his efforts that information is included. Also to **NeuTRiNo** for providing essential source material.

Other's supporting this effort are **Ogre**, **Despayre**, **Hexadec**, and **OkeyDoke**, who contributed scripts without being slapped silly by a trout to do it. **Dancr's** suggestions for Web Links was particularly helpful. **Vick** and **Pacman's** efforts finding me information about the numeric 310 is appreciated. **Dayton**, from #help on EFnet was quite patient with me too. **Mardam-Bey** pointed me in the right direction, while **LadyFizz** assisted verifying the links between this and the mirc.hlp file. **a2Jfreak's** review corrected a number of errors, however, any errors or omissions remaining should be considered solely *mine*. And many individuals contributed time and comments. Thanks folks, J!

I want to acknowledge the many fine #mIRC channel op's and IRCop's on all the various net's. They have put up with me patiently while spending many hours helping folks, all as volunteers who make IRC and mIRC work for the individual user.

This help file was created using **WinHelp Office** version 4.0 (aka **RoboHelp**). For more information about this product, see the link to their Web Page in my [Web Links](#) page of this help.

Installing And Using This Help

Purpose:

The numeric help file is a reference file for the numeric code replies received from a server. The replies are to either commands you send such as a /whois <nick|channel> or an error reply from the server. This help file does not cover available raw commands to a server.

Installing:

Important Notice: Windows 3.x After the initial installation you will need to **restart** windows once to keep the "Routine Not Registered" error message from playing. After you restart, the associated dll file is registered and the message will no longer appear.

This installation package consists of three files. The **numeric.hlp** is the help file. To allow for connecting to the URL's mentioned in this file (using your browser), a **dll** file specific to either **Windows 3.1 (inetwh16.dll)** or **Win95/WinNT (inetwh32.dll)** is included. In case you have more than one Web Browser registered on your system, a file (**setbrows.exe**) is included that allows you to set the browser this help file will use. It is likely you will not need setbrows.exe.

Windows 3.1

16numrc2.zip

consisting of:

numeric.hlp

not used

inetwh16.dll

setbrows.exe

<<the help file>>

<<contents file>>

<<enables browsing>>

<<sets browser>>

Win95/WinNT

32numrc2.zip

consisting of:

numeric.hlp

numeric.cnt

inetwh32.dll

setbrows.exe

For the URL browsing feature to function you will need to have one of three browsers on your system:

Netscape // Microsoft's Internet Explorer // Mosaic. If you don't have any of these, the help file will still work but the browsing feature will not.

The file **inetwh16.dll** or **inetwh32.dll** must be in the same directory as the **numeric.hlp** for the browsing capability to work. It is likely you will not need **setbrows.exe**.

After downloading the appropriate version, unzip (extract) it to the directory you keep **mIRC** in.

Opening:

Once you have unzipped the files to the mIRC directory, the **numeric.hlp** file is automatically available to you. You can access it from mIRC two different ways. From the menubar, under Help, it will appear as the selection: **numeric**. You may also simply type on any edit line (the blank lines you type messages to the channel or message windows in): **/numeric** or **/numeric <topic or numeric code>**. No, don't include the **< >** when you type a topic in.

You can also access the **numeric.hlp** from your File Manager (Win 3.1) or from Explorer (Win95). Simply locate the **numeric.hlp** file using either of those applications and then double click on it. Voila! It opens!

Using the reference

The numeric codes are in four sections: 400 series, 300 series, 200 series and Reserved. The few 500 series codes I know of are included in the 400 series page to simplify things

You can use the Index to jump to the correct section. However, it will take you to the beginning of that section and not to the specific numeric you click on. You will have to scroll through the section to find the numeric you are looking for. The numeric codes are in a rough sequence unless the code is associated with a specific function such as a **Whois** reply. Because the numeric codes are not completely sequential for a **Whois** reply, they are grouped by that associated function. The sequence is primarily based on the original reference for numerics, **RFC 1459**.

It is often easier to find specific numerics or popular topics such as **Whois** associated codes, **Stats** codes, and so forth by using the Fast Reference page. For example, type **/numeric whois** and you will go directly to the Fast Reference page where the Whois topic is located. Click on **Whois** and you will go to the first numeric related to it. Click on the button beside the **Whois** and you will see a popup that lists all related **Whois** numeric codes.

If you type: **/numeric 352** you will go to the beginning of the Series 300 numerics, not directly to the entry for code 352. If you don't want to scroll through the page to find 352, click on the Fast Reference in the Non-Scrolling region of the page. That will take you to the complete list of 300 series codes in the Fast Reference page. Then simply click on the 352 and you will go directly to that entry.

Also, you can make notes to this help file by using the edit, annotate feature to save information directly into the help file. For more information about this, press the F1 key while in the help file.

I have noticed that numerics have varied occasionally from one server to another, even on the same net. The differences were minor.

The Web

Browsing capabilities are supported for:

- **Netscape**
- **Internet Explorer**
- **Mosaic**

A number of URL's for relevant Web Pages are included. To go to one of these pages, you must do two things. First, you need to be connected to your internet service provider. Second, you need to click on the URL. A URL looks like: <http://www.mirc.co.uk>. An ftp URL would be similar to <ftp://ftp.dal.net>. Simply double click on the URL and your Web Browser will start if it isn't already open and it will go to the URL you clicked on. Any URL you see in this help may be visited simply by clicking on it. Handy, isn't it?

If you have more than one Web Browser on your system and you receive an error message when you click on a URL in the help, use the file **setbrows.exe** to specify which browser you want this help file to use. || [setbrows.exe Info](#) ||

(Note: if you received only the **numeric.hlp** file and not the complete package, you should find the correct installation package for your system on the web. I strongly suggest getting files from a known source versus just grabbing them from an unknown individual on the net.)

I have tried to select URL's that are likely to remain valid. However, if a web page changes its URL or closes, you cannot modify it in the help. I will update the **numeric.hlp** and its URL's as time goes along, but not because one or more of the URL's in this file becomes invalid.

Scripts

I have included a few sample scripts to help encourage your use of mIRC's Remote RAW section. These scripts are specifically designed for mIRC. The numeric code information contained in this help file should be valid regardless of what client (software) you use to connect to a server (IRC). If you use

another client to connect to IRC, that's fine, but the scripting and links information included is mIRC oriented.

The scripts included here are through the generosity of the various authors. They are provided only as a guide to help you in writing your own scripts. There is no guarantee or any particular assurance that they are valid for your system. **Do Not Use Any Script You Don't Understand.** Including these.

Thanks

I hope this help file is useful to you. Feel free to share it, but distribute only the complete package, i.e. **16numrc2.zip** or **32numrc2.zip**. Please try to pass the correct type (16 or 32 bit) to whomever you share it with. See the Disclaimer section for details. Above all, enjoy your time on the Internet.

S. M. Allen a.k.a. **Jeepster** (DALnet/Undernet) **Jeepz** (EFnet)

email: jeepster@teleport.com

(please put "**numerics**" in the subject line of any email comments)

Disclaimer

This help file and the associated browser files distributed with it are not warranted in any form what so ever. They are distributed free of charge, with all risk assumed by the user (that's you). I have no way of knowing what your system's status is, what your scripting abilities or disabilities are, nor can I assume any responsibility for the use of this help file and associated files. Once the original files have left my computer, I have no control over them and cannot guarantee their validity.

The associated browser files, whether part of the 16 bit or 32 bit package may not be distributed except as part of the Numeric Help package. Feel free to use information from the Numeric Code sections as you will. If you copy and paste information from the other sections (except specific URL's of course), please acknowledge me as the author. If you share example scripts donated by other authors for this help, please acknowledge them when you do so.

The help file and associated browser files may not be distributed as part of a commercial enterprise without the written authorization of the author.

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mIRC is a registered trademark of mIRC Co. Ltd.

The browser's **Netscape**, **Microsoft Internet Explorer**, and **Mosaic** are copyrighted by their respective providers.

RoboHelp and **WinHelp Office** are registered trademarks of Blue Sky Software.

#mIRC Op's

Thanks to LadyFizz, Dancr, Javier, Okeydoke, Poolshark, Sparky, Li0nHeart, Pacman, Hexadec, bigmac, `Luta, WOT, AlleyCat, lewwid, a2jfreak, Trekkie, Owl, Hawk`, St0rmCat, Drogo, SaltyDog, Phoenix, RoWDoG, ZAR, DocSavag, Karen, Kimmy, and all the other mIRC operators who make my time on the net so informative and rewarding.

IRC Operators

Thanks to DougGuy a.k.a. "Studded", Despayre, Vick, Residue, SgtAaron, Biffa, StarFox and the other IRCop's that make IRC work.

Numeric 000 - 099

Reserve numerics 000-099 for server-client connections where the client is local to the server. If any server is passed a numeric in this range from another server then it is remapped to 100-199. -avalon

SetBrowsInfo

It is unlikely you will need to use setbrows.exe. If you have more than one browser (navigational tool) and wish to select a specific one or if for some reason you receive an error message requesting a browser, use this option to specify the browser the help file will use.

1. To use setbrows.exe, double click on **setbrows.exe** in File Manager (Win3.1) or Explorer (Win95).
2. A dialog box will appear requesting you to locate one of the three supported Internet Browsers.
3. Do one of the following:
 - Enter the path and name of the browser or navigational tool
 - Click **Browse**; using the drives and directories, select the browser or navigational tool. Click **OK**.
4. Click **OK**.

Hexadec Note

If you're wondering why I used **writeini/\$readini** instead of variables, it is because using ini's works about two times faster than using variables!

With my 486/25mhz with 4 megs of ram it takes me about 15 seconds to scan a channel with 200 clients using variables. But using write/readini it only takes 6 (I'm talking about the IAL scanner here, not the /who #channel scanner).

This is with the **EXACT** same routine. Of course with a faster computer it would be **alot** quicker. Using ini's is faster because mIRC uses windows ini routine which is faster than the one it uses for variables. You can thank **bfriendly** for telling me using ini's is faster and **Khaled** for telling me why =)

Whois Numerics

311, 312, 313, 317, 318, 319

Stats Numerics

211, 212, 213, 214, 215, 216, 217, 218, 219,

241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 275

Message of the Day Numerics

375, 372, 376

see also the 000 series numerics

Ban List Numerics

367, 368

Who Numerics

352, 315

Silence Numerics

271, 272

Trace Numerics

200, 201, 202, 203, 204, 205, 206, 208, 261

Away Numerics

301, 305, 306

Links Numerics

364, 365, 367

List Numerics

321, 322, 323

Names Numerics

366, 353

Admin Numerics

256, 257, 258, 259

Luser Numerics

251, 252, 253, 254, 255

Mode Numerics

- Your Mode Reply: 221
- Channel Mode Reply: 324

This will jump automatically to the Topic "Access Levels" in your mirc.hlp file. For this jump to function, both numeric.hlp and mirc.hlp must be in the same directory.

Other Topics (w/o Jumps)

WHOWAS: 314, 319;

INVITING: 341;

SUMMONING: 342;

VERSION: 351;

INFO: 371, 374;

OPER: 381;

REHASHING: 382;

TIME: 391;

USERS: 392, 393, 394, 395;

GLIST: 280, 281

