FeArBoTv5.0 (Killer Instinct!): Contents Page

FeAr Info..
About the authors

There is nothing to FEAR but FEAR itself...

      Welcome to the world of FeAr! Finally Fear5.0 is out. I know it has been a long time since a new version of Fear was released - Sorry :) It's OUT NOW THOUGH! We took our time on this one cause mirc4.52 was released with it's amazing capabilities. The coding for fear has been updated tremendously. It now tests all kinds of parameters and can find ircops on a channel in seconds. Anyway you will learn more about Fear's new features in the following sections. Enjoy! I hope you really like it and give me some feed back ok? =)

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FeArBoTv5.0 : Features...

Where to begin? Fear has changed allot. It may not seem like it by first glance but the more you use it the more you will find. The coding has changed the most. Fear now incorporates IF THEN ELSE formats and all kinds of Server numerics.

- **Displays Whois in channel:** When you do a /whois <nick> it will display the whois reply into the active channel.

- **Scan <channel>** = You can now do a /scan <#channe> and it will display all kinds of info about the channel including if there is IRCops on it!
You can also msg your fearbot to scan it's channel. If it finds enemies on it's channel it will auto-kick them and if it finds friends of course it will auto-op them :)

- **Fear Takeover** = If you click on this popup it will kick every OP off the channel, but it will not kick you. So use it carefully.

- **SpyBot** = Spybot now reports status and bans in a channel. Coding has been updated.

- **Link Bots** = Improved drastically. Basically set themselves up!

- **WarBots** = The warbots have changed a bit to make them flood faster. You decide when they change nicks now with the /sw command. I have done this cause most undernet servers block nick floods. You can now control the warbots with aliases instead of popups. Type /warhelp to see a list of available commands.

- **+Commands are now gone.** = This will take sometime to get use to but there are almost NO more channel commands left. Everything is done through MSGS for bot security reasons. It helps the bot to blend into the channel more and keeps your command requests secretive. Use the Main popups to control fear. They are all there.

- **Flood Protection** = Fear40 had a pretty good flood protection script to begin with. Fear5.0 is 10 times better. It has 3 modes basically. Show, No Show, and OFF. Show will show all CTCP requests in your active window. No Show only shows CTCP's in the status window. The version flood pro has been drastically improved. i have tested and retested this flood pro. You should survive anything. Give me reports on it.

- **Hourly Chime** = At the start of every hour the bot will send a funny msg to the channel and the current time.

- **Cosmetics** = They were changed a bit. Nothing very drastic sorry. :) We like to spend more time on the actual coding then making it look pretty.

- **Installation** = It's a sinch to install now. 16 bit and 32 bit install programs should be available.

- **No More Editing!** = The bot uses DDE to find your nick now. So don't worry about having to add a nick anywhere.

- **Bot's Self Add Master** = The Bot's will automatically add there master to   the   correct level. Saves you and me alot of   headaches.

•**Ban Protection** = The bot will now protect it's master from bans.. very nice!

•**Bot Log File** = The bot now logs all kicks, ops, and deops that happen in a channel to a log file that the Master can call up at anytime.

•**Set Ban Feature** = The bot will set all the perm bans you request now.

•**NOOP MODE** = The bot will not op anyone when this mode is set.

Quick list of other features..

Flushes nicks on startup, parts and quits. To prevent accidental ops of nonusers.

Will not let someone of a lower level op, kick, ban or change the other users access. This was a bug in Fear40. It's now fixed.

New time wasted msg when the owner quits. Type /quit in a channel then rejoin irc and have a friend paste back your quit msg.. pretty neat :)

Added ICMP flooding.

Added a FILE SERVER For the FearBot. Works great and is gaurded against floods.

The +help feature has been updated and now when someone preforms it the bot auto greets them with commands when they enter it.

Shows CTCP Ping replies in the active window now.

Changed the ACTIONS.

Added a maintenance program to Fear that keeps the PAGE and SEEN Directories clean.

Added and install.exe written in C for 32 bit users.

Added a ClearMode feature to Fearbot.

Can now set the time of idle manually.

There is so much more! I mean tons more! Everything has been just about rewriten

and coded diferently, even the massdeop feature. You will see that the preformance of the bot is unbeatable.

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FeAr5.0 help was made by: DemiGod (1996) -=((-FeArBoTv5.0-))=-

-=((-FeArBoTv5.0-))=- (Killer Instinct) was brought to you by: DemiGod and CryptKper.

FeArBoTv5.0 (Killer Instinct!) - Commands

FeAr's commands have changed allot. Everything is done in msges now however, the commands them self have not really changed. Just use the Main Window popups and under FeArBoT Cmds you will find everything. Real easy.

Commands are:

⌦LEVEL 200:⌦ access stats time topic up down op ping +help seen
⌦LEVEL 300:⌦ say deop   invite
⌦LEVEL 400:⌦ kick ban unban
⌦LEVEL 500:⌦noop rnoop auser ruser add200 add300 add400 add500 BSet bk bw mb shit UnSiteBan join leave msg nick Silence rSilence hackpro rhackpro mimic rmimic ignore siteignore rignore rsiteignore idle ridle die users Exe Path INI PATH suspend nckpro rnckpro channels clearmode shutdown swearkick rswearkick scan

• Remember higher level users can access lower level commands.

Commands that are not preformed in messages are:

+help, FServ, up, down, and Seen

Usage:

+help = Activates FearBot's DCC help feature.

FServ = Activates FearBot's File Server.

up = Will make the bot op the person who said it.

down = Will make the bot deop the person who said it.

Seen <nick> = If someone types Seen <nick> The bot will tell that person if   it has seen them.

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FeArBoTv5.0 : Levels...

We have changed the levels quite a bit. We now use:

500 = Master
400 = Trusted Administor
300 = Trusted Friend
200 = Friend

All the other levels you will see are used for different things by the bot it's self.

500 = AutoOp, Protected Fully, and total control over the bot.

400 = AutoOp, Protected Well, and Fair control of the bot.

300 = AutoOp, Protected not well, and ok control of the bot.

200 = AutoOp, not protected, barely any control of the bot.

FeArBoTv5.0 : WarBots...

These Warbots are all controled by the main window pop ups.
To engage warmode: There is a new feature in mIRC called "Menu Bar Popups".

You have to start warmode in them. The menu bar is located at the very top of your screen.
You will see: File Tools DCC FeArBot Window Help
Click on FearBot, then warmode. It will kill your fearbot if you have one
on and start a WarBot. Then the warbot will report in to you. So that you
know it's ready for battle. After all this you now have an option you can
only use once.

 Click the right mouse button to open the Main window popups. Then click on Warbots. You will
see 6 options. "ADD1 Warbot" "Add2 Warbots" etc..
Since you already have "1" on, if you were to click on "ADD4 Warbots, you would then
have 5 on. Cause 1 + 4 is 5 :). To control them use
"5 bot control" under WarFloods. You will see a list of floods. All you
have to do is click on one. Then it will ask you for a NICK or a Channel
to flood and that's it. You never have to know the bot's nicks to control
them.
• **Important note:** Once you use any of the ADDN Warbot commands. You won't beable to add
more unless you kill them all and start again from   normal mode. So the most Warbot's you can
have on at once and fully   control is 7

To change back to normal mode. Look at the "MENU BAR" again and click on Warbot, then
control, then normal mode. Your normal popups will load back and you will auto kill all warbots
online.

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FeArBoTv5.0 : Collider...

Start the bot in main window popups. The trick with the collider bot is to find a server that is lagged at least 4 secs from everyone else. After the bot starts and you have it on a lagged server, turn you Collide ON. Then You not your bot, join the channel you wish to kill. Your bot never has to be on the channel with you. It can just sit in the background. Anytime someone changes thier nick in a channel your on the bot will attempt to collide with them. There must be lagg for it to work. Believe me, it does work :).

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FeArBoTv5.0 : SpyBot...

       Start the bot in main window popups. It will then connect to a server and report in to you. Then it will try to DCC CHAT you. Accept the chat. The chat window is your spy window. After chat is established, send the bot into a channel you wish to spy on. The bot can handle multiple channels.

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FeArBoTv5.0 : LinkBots...

Start the bots in main window popups. When you click on link1 it will open another copy of mIRC. This will usually switch your view to the new copy that just opend. Go back to your copy. There will be a window staring at you asking for an abbreviated server. They are:

    ch = chigao.il.us.undernet.org
    LW = lowell.ma.*
    ann = ann-arbor.*
    ST = Stlouis.*
    US = us.undernet.org

Enter an abbreviation and the bot will attempt to join the server.
Do the same for the second bot. Remember for the bots to DCC Chat each other
they must be on the same net. After that it doesn't matter what server's you
join.

• **Important note:** You must start Link1 before starting link2. Let Link1 start. When it connects it will report in to you and tell you to start
Link2.

After link2 starts, it will DCC CHAT Link1 automatically and report in to
you. There is no editing like before. Now you have a couple of options once
the link is established.

    1) You can link two channels on the same net if you wish.
    2) You can link two channels on a differnet net.

Very easy, Have fun with it :).

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FeArBoTv5.0 : Installation...

32 Bit Set-Up

Setting it up for 32 bit is simple. Follow these 3 steps:

1) **Extract** Fear50.zip to a temporary directory.

2) **Copy** mIRC32.exe to the temporary directory

3) **Run** install.exe and it will install fear to the c:\Fear50 directory

16 Bit Set-Up

Setting it up for 16 bit is simple. Follow these 3 steps:

1) **Extract** f50t16.zip to a temporary directory.

2) **Copy** mIRC.exe to the temporary directory

3) **Run** Fear16.bat.exe and it will install fear to the c:\Fear50 directory

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FeArBoTv5.0 : Disclaimer...

      This is a very complex bot not intended for use by "NEWBIES". If you don't   know what a popup or alias or remote is, then please don't use this Bot! If you insist on using it do not bother me or CryptKper for help. We won't do it anymore. We are not teaching people how to use mirc. We wrote a bot. If you need help with the bot that's fine, but don't come to me with silly questions like "How do I load a bot?" and such. It got very annoying and made us stop writing for awhile. I had to change my nick to DemiGod cause of it and the fact that noone edited there bot's msges before, so I was getting all   kinds of notices. Well that editing prob does not exist in this bot. So don't worry.

The makers of this Bot/Script will not be held responsible if you get Klined, GLined, Banned, Kicked, Deopped, killed, computer problems or for any reason as a   result of using this Bot/script. Some people had the nerve to complain to me that their bot Shitlisted the owner of their favorite channel resulting in them being banned. Well tough, it's not our problem that you gave someone high enough access to use the bot to do that.

Basically, use it at your own risk!

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FeArBoTv5.0 : Contact the Authors...

Comments or Questions

If you have any comments, bug reports, suggestions Good or Bad
please E-Mail DemiGod or CryptKper at:

                  DemiGod: vital@erols.com
                  CryptKper: cryptkper@coastalnet.com

For the latest news on FearBot check out:

http://www.erols.com/vital

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FeArBoTv5.0 : Latest News...

For the latest news on FearBot and for updates, plugs ins, bug reports, etc... Go visit FearBots Home Page at:

http://www.erols.com/vital

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FeArBoTv5.0 (Killer Instinct!) - Credits

The FeArBot Team:

DemiGod: All Coding, programming, and help files.

CryptKper: Graphics Man. Specializes in Graphics. Some Coding.

Habib: Graphics as well..

Beta Testers:

^WildCard - Good Friend always let's me know where the bugs are :)

Wicket - Floods Floods Floods That's all he ever says :) He's been /killed so many times I lost count. Thanks for flooding me and testing my flood pro :)

|Slayer| - Thanks for putting my bot on your page and your support of Fear. I almost started a new bot with a different name but he set me straight :)

Users: If you all didn't use it and send me so many E-mails I would not continue making it. Thank YOU!

         - DemiGod (Thanks Guys for all the support!)

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FeArBoTv5.0 (Killer Instinct!): Alias Commands...

• Here is a brief list of all the important aliases in Fear5.0:

/scan <#channel> - Type this to scan a channel for IRCops, ops, voices, enemies, etc.

/warhelp - Gives a list of all war aliases

/wall - preforms an onotice on the channel.

/rep <nick|#channel> <Type> - This will send a fake reply to the specified   nick or channel.

    - EX: /rep tootsie HACK Your client has just been hacked!

    Tootsie would get this reply msg:
    [tootsie HACK reply]: Your client has just been hacked!

/aw <reason> - Sets you away with a reason.

/ba - Deactivates the away.

/fake - Sends a blank line to the channel.

/numppl - Reports the total number of people on your current channel.

/hide <newnick> - Causes you to leave your current channel the change to
the new nick you specified and rejoin the channel.

 /cycle does the samething.

/FHelp <topic> - Will open this help file to the related topic.

• Function Keys:

F2 - Let's you send commands manually to the bot.
F3 - Tells the bot to give you a command list.
F7 - Starts Warmode
F8 - Kills Warmode