

CLChatGUI

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Chapter 1

CLChatGUI

1.1 CLChatGUI.guide

CLChatGUI

Welcome to the CLChatGUI, a full-featured GUI client to the CLChatSystem for AmiTCP. The CLChatSystem, which is originally part of the Connectline BBS package, provides a multioi-server, IRC-like chat system with multiple channels, private messaging, operator privileges and more.

Within Connectline, also online user and Hydra file transfer protocol chat user may join the chat. See the 'CLChatServer Documentation' for more information about Connectline.

- Usage: -

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1.2 CLChatGUI.guide/Connecting

Connecting

Installation is fairly simply. Simply put the archive contents somewhere on your harddisk. Note that you need MUI 2.3 or better!

Before you can use CLChatGUI, you must connect to a chat server running CLChatD.

When started, CLChatGUI will prompt you for a server name and a port number to connect to.

If you are connected to a LAN, you should ask your network administrator for both server name and port number.

If you are connected to the Internet, you may try pluribus.wupper.de at port 5555, but be warned that the Internet link of this machine is temporary and generally down. See

 ARCnet
 for a good choice of servers

to connect to.

You must also specify a Nickname and your Realname. The nickname is a kind of username used within the chat system. It may be up to 15 byte long and must consist of letters, digits and the characters . and _ . The realname is used for informational purposes only.

Note that the server may reject your connection attempt because the entered nickname is invalid or already in use by another chat user. Change your nick and retry the connection.

CLChatGUI keeps a history of the last servers you have connected to. You may choose from the history by clicking on the popup button right from the server name string gadget. The history is saved within the configuration file.

Local chat

If you start the client on a machine running the CLChatServer, it will not connect using AmiTCP, but directly link to the chat server to

reduce overhead.

If you want to avoid this behaviour, e.g. for testing purposes, start CLChatGUI with the TCPMode keyword or specify the TCPMode tooltype.

1.3 CLChatGUI.guide/Using CLChatGUI

Using CLChatGUI

After connecting to the chat server, the main window opens. It consists of a channel selection gadget, a topic gadget, the main output window, your input string gadget and the user operation gadget group. It also features a menu bar with several options and shortcuts for server commands.

You send text to the chat server by simply entering it in the input gadget. Commands are also send to the server by entering them in the input gadget. You may want to use the /HELP command to learn about available server commands. The input gadget is normally automatically activated; if it is not, simply press SPACE to activate it. A history of the last 100 lines entered is kept; you may use Cursor/UP or Cursor/DOWN for accessing entries in the history.

Changing channels is done by entering a new channel name in the channel selection gadget. Note that the server will automatically create a channel if it does not exist. Already existing channels may be selected with the popup listview right of the channel gadget. The popup button has a hidden keyboard shortcut h which opens the channel selection listview.

If you have channel operator status, you may change the current channel's topic by entering a new one in the topic gadget. The contents of this gadget are automatically updated if someone else changes the topic.

User operations

The user listview displays all users currently logged into the chat server and the name of the channel they are currently on. Users with channel operator privilege are marked with a @, users with chat operator privilege are marked with a ! before the name.

Double clicking on an entry in the user listview requests a /WHOIS user command from the server. Pressing the Dialog button opens a special so-called dialog window. A dialog window works much like the main windows, but every text entered within a dialog window is send directly as a private message to the user. Also, any incoming private messages from this user are displayed in the dialog window and not the main window. If the Auto checkbox is selected, a new dialog window is created for the originator of every incoming private message.

If you have channel or chat operator privilege, you may also use the OP, DEOP and KICK buttons to perform the requested operation on the selected user.

Via the PING button you can request a PING request from the selected user. If the user is running the GUI client, too, you will eventually receive a reply stating the round-tripe time from you to the remote user. This is usefull for TCP connections only.

If you have a TCP connection, you may also use the Send Files option to directly send files to the remote user; see

FileTransfer

for more

information about this operation.

Setting the AWAY checkmark causes the AWAY message to be printed, and every private message to you will automatically respond with Nick is away (AWAY message).

1.4 CLChatGUI.guide/Setup

Setup

In the setup window, you may modify several operation attributes.

Autoconnect will cause an automatic connection attempt each time the CLChatGUI is started. Setting Auto Reconnect will cause automatic reconnect attempts if the connections drops.

File Receive Path specifies the path you want incoming CLFT files to go (See

FileTransfer

.). Setting Auto Receive will start a CLFT receive

session without prompting you for confirmation.

Max. Number of Lines specifies how many lines of incoming text will be stored for the output listview.

You may log all or some of the chat server output to a log file; you may individually select Private, Server or normal Text messages to be stored in the log file.

The Event Handling checkboxes set the reaction of special events. You may set Deiconify to automatically deiconify the application on the given event, and DisplayBeep to just have the screen beep.

The message section allows you to specify standard texts send to the chat for given operations. The AWAY message is set when you select the AWAY checkbox in the main window, the BACK message is send when you clear the checkbox. The KICK message is a default kick reason if you kick users using the KICK button below the user listview.

You may create several different configuration files using the Save... and Load... items from the menu bar. If you create icons for the configurations, you can start CLChatGUI by simply doubly clicking on the configuration icon.

1.5 CLChatGUI.guide/FileTransfer

FileTransfer

If you connect via AmiTCP, you may also use the CLFT protocol to directly send files to users linked to the chat network (comparable to the IRC 'DCC protocol'). Simply select the user you want to send to, press the Send files button and a filerequester will open. You can also directly drop Workbench icons onto the user listview to have the correspondending files to be send to the currently selected user. If you have dialog windows open, you may also directly send files by dropping Workbench icons onto the dialog window.

When you have selected files, a CLFT request will be send to the remote user, and the CLFT sender window will open on your side, awaiting a connect from the receiving site. The receiver will then eventually connect to you via TCP and grab the files offered to him.

If you receive incoming CLFT requests, a requester will open showing you the originator of the request, the number of files to be send and a list of the files to be transfered. You may accept or reject the request, or you may change to destination directory. Use the

Setup

Setup window to change the default path in which incoming files are stored. If you have Auto Receive set, no prompt will appear, but receiving will start immediately.

Incoming files are tagged with a filenote designating the originator nick and IP address for later identification. If an equally named file already exists, the file name is postpended with ".2", ".3" etc.

You may abort file transfers at any time by clicking on the close gadget of the receive or send window. All transfers currently waiting or in progress will automatically terminate if you quite CLChatGUI. Note that you cannot send files to users which are connected via TelNet or the Connectline ANSI client.

1.6 CLChatGUI.guide/ARexx commands

ARexx commands

CLChatGUI features an ARexx port. The port name is CLCHATCLIENT.nr, with nr starting at 1 and increasing for every instance of the program started.

Besides the builtin MUI commands (see the 'MUI User Guide'), CLChatGUI current features two commands:

SEND TEXT/F

Sends the given text string as it was entered in the input string gadget. Note that you may also send server commands this way.

RECONNECT

Cause the CLChatGUI to reconnect to the current server.

1.7 CLChatGUI.guide/Server Commands

Server Commands

Below is a list of normally available server commands. Don't forget to use the /HELP command to learn if your server supports a different command set.

- * /CHANNEL [name]
Join or create a channel
 - * /INFO [name]
Show all or specific channel
 - * /WHO
List users in channel
 - * /USERS
List all users in chat. Note that the output from this command is silently interpreted by the client and not displayed in the output window.
 - * /USERS S
List all users in chat together with the servers they are on
 - * /WHOIS nick
Show info about user
 - * /MSG nick msg
Send private msg to nick
 - * /NICK [nick]
View or change your nick
 - * /ME msg
Send action string
 - * /VERSION
-

Show server version

- * /SERVERS
Show other servers connected to your local server

Operator only commands:

- * /OP nick
Give operator state to nick
- * /DEOP nick
Remove operator state from nick
- * /TOPIC topic
Set topic of channel
- * /KICK nick reason
Kick nick out of channel

There are also special Chat operator commands which are not visible to the normal user or channel operator. Use the /HELP command to obtain a list of chat operator commands directly from the server.

1.8 CLChatGUI.guide/ARCnet

ARCnet

ARCnet, the Amiga Relay Chat Network, is a Internet based network of CLChatServers available for public usage. As the time of writing, the following servers were connected to the network:

- * ramiga.cts.com
- * boulder creek.com
- * will.achilles.net
- * online.via.nl
- * slip35-116.xs4all.nl
- * wizard.hip.cam.org
- * nverenin.extern.ucsd.edu
- * svcrrppp27.epix.net

All servers run the CLChatServer on port 5555. Note that some of these servers are not available for 24h/day.

1.9 CLChatGUI.guide/Copyright

Copyright

The CLChatSystem (CLChatServer, CLChatD , CLChatLink and CLChatGUI) is
(C) 1994-1995 Oliver Wagner, All Rights Reserved.

The package may be distributed freely as long as all files are
distributed as a whole archive and are not modified in any way.

CLChatGUI is a MUI application. MUI is (C) 1993-95 Stefan Stuntz.

AmiTCP is (C) 1994-1995 NSDI Inc.

Please send bug-reports, suggestions and comments via E-Mail to
o.wagner@pluribus.wupper.de.

Updates are placed on AmiNet; they can also be downloaded via anonymous
FTP directly from pluribus.wupper.de. You can also check out anonymous
FTP at the servers listed in the

ARCnet

reference if they have a better

link to your host.

1.10 CLChatGUI.guide/History

History

Version 1.7

- * Fixed a bug where small windows caused the the line formatter
to loop infinitely
- * added /SERVERS command to server command menu
- * default setting was saved to ENVARC only, so attempting to
load defaults without quitting caused the old defaults from
ENV to be read in

Version 2.0

- * added CLFT file transfer capability
- * added /USERS S command to server command menu
- * miscellaneous internal fixes & cleanup work
- * now TCPMode can be used as a workbench icon tooltype, too

Version 2.1

- * scroller now does not jump to the bottom when new entries are
appended if it not already was there.

- * smoothed out removing of lines in the main listview.
- * added PING option to test round trip time to another user. Note that this works with the GUI client only!
- * fixed workbench startup bug: always attempted to load the executable itself as a settings file thus ignoring any default settings in ENV:.
- * added new option Auto Reconnect to automatically attempt to reconnect if the server connections breaks down.
- * nick changes are now tracked and correspondending dialog windows are updated with the new nickname
- * changed ping frequency back to 15s to reduce IP load
- * miscellaneous internal fixes & cleanup work

Version 2.2 (internal)

Version 2.3

- * smoothed out scroller handling a bit; will now jump to the bottom on window resizes, and will jump as long as no more than two lines are scrolled up
- * file transfer tasks now run with priority 1 for maximum performance
- * added better icon created by 'NEUMANN'
- * minor speedup in listview display hook
- * added missing cycle chain for option window

Version 2.4

- * now activating any output window automatically activates the correspondending input string gadget

Version 2.5

- * fixed bug with lines > 255 chars to be corrupted upon listview insertion
- * fixed several types in texts
- * now file transfer can be initiated by dropping icons onto a dialog window
- * will no longer change topic string gadget contents while user is editing it

Version 2.6 (internal)

Version 2.7 (internal)

Version 2.8

- * changed prefix entries to be more clearly
 - * fixed several hidden internal race conditions regarding CLFT
-

cleanup which could case enf-hits or visits to india

- * option window is now a register group
- * added CLFT auto receive option
- * added logging capability
- * added PING and SEND FILE buttons to the user dialog windows
- * it is now possible to enter commands in the user dialog windows
- * added server history feature
- * added AWAY feature
- * added AWAY, BACK and KICK message configurability
- * fixed topic gadget to always update when the window is deactivated even if it is the active object

Version 2.9

- * changed "««" within dialog window to "IN"
- * fixed various problems with dialog window listview handling (no proper flushing, no proper jump-to-bottom)
- * now dialog windows will automatically be activated when "DIALOG" is select for an user for whom a window already exists
- * removed AmiTCP dependancy due to time() from net.lib. Now has it's own, even faster time() implementation using timer.device's GetSysTime()

Version 2.11

- * fixed word-wrap bug
- * added "CLFT Auto Close Window" option
- * several internal cleanups

1.11 CLChatGUI.guide/Index

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ARexx commands

ARexx commands

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