A short IRC primer
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Abstract
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   Have you ever wanted to talk with other computer users in other parts
of the world? Well guess what... You can! The program is called IRC,
(Internet Relay Chat), and it is networked much over North America, Asia
Europe, and Oceania. This program is a substitution for 'talk', and many
other multiple talk programs you might have read about. When you are
talking on IRC, everything you type will instantly be transmitted around
the world to other users that might be watching their terminals at the
time, they can then type something and respond to your messages, and vice
versa.   I should warn you that the program can be very addictive once you
begin to make friends and contacts on IRC, especially when you learn how
to discuss in 14 languages...

   Topics of discussion on IRC are varied, just like the topics of Usenet
newsgroups are varied. Technical and political discussions are popular,
especially when world events are in progress. IRC is also a way to
expand your horizons, as people from many countries and cultures are on,
24 hours a day. Most conversations are in English, but there are always
channels in German, Japanese, French, Finnish, and occasionally other
languages.

IRC gained international fame during the late Persian Gulf War, when
updates from around the world came across the wire, and most people on
IRC gathered on a single channel to hear these reports.

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                        1. GETTING STARTED
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                     1.1 Clients and Servers
                     ~~~~~~~~~~~~~~~~~~~~~~~~~~

   IRC (original code was written by Jarkko Oikarinen) is a multi-user,
multi-channel chatting network. It allows people all over the internet
to talk to one another in real-time. It is a functional replacement and
improvement to 'talk'; 'talk' is an old, primitive, atrocious, minimalist
sort of keyboard/screen conversation tool, using a grotesque, machine-
dependent protocol (blah!).   IRC does everything 'talk' does, but with
better protocol, allowing more than 2 users to talk at once, with access
across the aggregate Internet, and providing a whole raft of other useful
features.

   There are two ways to enter IRC from a Unix system. If you are using
the emacs   (editor from Richard Stallman and the Free Software
Foundation) lisp client, you just have to type "M-x irc", (if this
doesn't work you may need to load the client into your emacs session).
If you are using the C client, (easier for beginners), then you usually
type "irc". Non-Unix boxes have special clients, each of which has to be
configured using a special procedure. Check the manual or help screen for

more information.

   If you wish to be known by a nickname which is not your login name,
type "irc nickname" instead. Each IRC user, ("client"), chooses a
nickname.   All communication with another user is either by nickname or
by the channel that they or you are on (more information about channels
later on).

   The most important thing to remember about IRC is that you have to be
willing to explore and learn to use it... Take you time, try not to get
flustered, enjoy yourself, and you will soon be making new friends all
over the world!

   IRC is based on a client-server model. Clients are programs that
connect to a server, a server is a program that transports data,
(messages), from a user client to another. There are clients running on
many different systems, (Unix, emacs, VMS, MSDOS, VM...), that allow you
to connect to an IRC server. The client which will be spoken of here is
the most widespread: ircII, (originally designed by Michael Sandrof).
Other clients are similar, and often accept ircII commands.

                    1.2 How to behave on IRC
                    ~~~~~~~~~~~~~~~~~~~~~~~~~~

   The most widely understood and spoken language on IRC is English.
However, as IRC is used in many different countries, English is by no
means the only language. If you want to speak some other language than
English, (for example with your friends), go to a separate channel and
set the topic to indicate that. On the other hand, you should check the
topic before you move to a channel to see if there are any restrictions
about language.   On a non-restricted channel, please speak a language
everybody can understand. If you want to do otherwise,change channels and
set the topic accordingly.

   It's not necessary to greet everybody on a channel personally.
Usually one "Hello!" or equivalent is enough. And don't expect everybody
to greet you back...   On a channel with 20 people that would mean one
screenful of hellos. It's sensible not to greet, in order not to be rude
to the rest of the channel. If you must say hello to somebody you know,
do it with a private message. The same applies to goodbyes.

   Also note that using your client facilities, (ircII "ON" command for
instance), to automatically say hello or goodbye to people is extremely
poor etiquette. Nobody wants to receive autogreets. They are not only
obviously automatic, but even if you think you are polite you are
actually sounding insincere and also interfering with the personal
environment of the recipient when using autogreets. If somebody wants to
be autogreeted on joining a channel, he will autogreet himself.

 Remember, people on IRC form their opinions about you only by your
actions, writings and comments, so think before you type. If you use
offensive words, you'll be frowned upon. Do not "dump" to a channel or
user, (send large amounts of unwanted information). This is likely to
get you kicked off the channel or killed off from IRC. Dumping causes

network "burps", connections going down because servers cannot handle the large amount of traffic anymore. Other prohibited actions include:

    * Harassing another user. Harassment is defined as behavior
      towards another user with the purpose of annoying them.

    * Annoying a channel with constant beeping.

    * Any behavior reducing the functionality of IRC.

1.3 Privacy on IRC
~~~~~~~~~~~~~~~~~~~~

  You should always keep in mind that messages you send to someone over IRC are passed along all the servers between you and and the person you are writing to. When you're sending a letter to someone, any postman on the way could open it and read its contents...

  Well, it's the same on the network. Any IRC-Admin could compile its server in "debug" mode and log whatever messages are transmitted through his node, (it has already been done), so a good thumb rule is not to trust the servers.

```
+------------------------------------------+
| IRC IS NOT A SECURE WAY OF COMMUNICATION! |
+------------------------------------------+
```

  How to establish direct communications between clients will be explained later, (see DCC CHAT in section 2.5). This should be used when you wouldn't want anybody else on IRC to intercept your private messages.

1.4 First Steps
~~~~~~~~~~~~~~~~

  Note: ircII, the client most people are using, has most of this information online. If you are stuck, type "/HELP" and hit <return>. To escape from HELP mode, keep pressing <return> until your edit line, (the line at the bottom of the screen), is empty. Most of the information in this file can be found typing these commands: "/HELP INTRO" or "/HELP NEWUSER".

```
+-------------------------------------------------+
| All ircII commands begin with a "/" character. |
+-------------------------------------------------+
```

  The slash is the default command character. Commands are not case sensitive, and can be abbreviated to their first letters: "/SI" and "/sign <text>" stand for /SIGNOFF and will both end your IRC session, (more in section 2.1).

Anything that does not begin with "/" is assumed to be a message to someone and will be sent to your current channel, or to a person you are QUERYing, (the QUERY command will be detailed later on, maybe even section 2.2).

If you are not sure about the spelling of an ircII command, type the prefix of that command, and press the ESCape key twice; ircII will give you a listing of commands and aliases that start with that prefix. Don't forget the "/" in front of the command though.

```
      /W <ESC><ESC>
      *** Commands:
      ***     WAIT            WALL            WALLOPS         WHICH
      ***     WHILE           WHO             WHOIS           WHOWAS
      ***     WINDOW
      *** Aliases:
      ***     W
```

This is an example. Your screen may show more aliases, and less commands than shown here, or less aliases and more commands - in other words "your mileage may vary"...

1.5 Screen and Keyboard activity
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

IRC is a full-screen utility. It takes over the screen, with the bulk of activity happening in the top (N-2) lines, a status line, (vaguely emacs-like), on the next to last line, and your input being entered on the last line. When typing commands at ircII, you have a minimalist line-editing facility in an emacs style.

Table 1: Editing keys

Key	Effects
~~	~~~~~~~
^P	recalls previous command line
^N	recalls next command line
^F	moves forward one character
^B	moves backward one character
^A	moves the cursor to the beginning of the line
^E	moves the cursor to the end of the line
^D	deletes the character under the cursor
^K	kills from the cursor to the end
^Y	reinserts the last stretch of killed text
^U	clears the whole line
^L	redraws the screen

Table 2: Editing commands

| Keyword | Action |
| ~~~~~~~ | ~~~~~~ |

```
          !          recalls previous commands for re-editing
          HISTORY   displays the command history
          LASTLOG   lists the most recent messages
          CLEAR     puts some white space on your screen
```

   The ! command is used to recall previous commands in your command
history for re-execution.   The ! command is unique in that when it is
used, it leaves the matching history entry in the input line for
re-editing.   You can specify a history entry either by its number in the
history list, or by a match with a given wildcard expression. For
instance, "/!10" will put entry 10 in the history list into the input
line. "/!/MSG" will search the history for a line beginning with a /MSG,
(a "*" is implied at the end).

/![<history number>|<history match>]
   Recalls previous commands for re-editing.

   The command history can be dumped using:

/HISTORY [<number>]
   Displays the command history on the screen. You can specify the
number of history entries you wish to view as well.

   Almost everything happens in the upper bulk of the screen. This
includes both messages from other users, as well as the output of the
control commands. Normal messages from other users appear with the
originating nickname in <angle brackets>. Private messages arrive with
the originating nickname in *asterisks*. Messages you send to everyone
appear with a preceding "> " whereas messages you send privately to
another user appear with "-> *nickname*". Other output (invitations
from other users to join channels, and so forth), appears interspersed
with other activity on the screen.

                    Table 3: Simple screen activity

 What is displayed   What you typed   Sender   Recipients
 ~~~~~~~~~~~~~~~~~~   ~~~~~~~~~~~~~~~   ~~~~~~   ~~~~~~~~~~~
 > Morning people   Morning, people   You   Channel
 <some1else> hello   some1else Channel
 -> *some1else* hi! /msg some1else hi! You   some1else (only)
 some1else wassup?   some1else You (only)

   Last ircII outputs can be recalled with:

/LASTLOG [<number of entries>|<text> [<from entry>]]
   Displays the contents of the lastlog. This is a list of the most
recent messages that have appeared on the screen, useful if you
inadvertantly miss messages.   If no arguments are given, the entire
lastlog is displayed. If the first argument is a number, it determines
how many log entries to show. Otherwise it is searched for in every

lastlog entry. The second argument determines how many lines back to start display from.

        Example:

        /LASTLOG
        > Public message I send to all in the channel
        <some1else> Public message from some1else
        some1else Private message sent to me by some1else
        -> *some1else* Private message I send to some1else

   Finally, if your screen gets garbage from a 'talk', 'write', 'wall' or any other form of primitive communication (smirk), hit ^L to redraw it, or CLEAR it.

/CLEAR
  Clears the screen.

                        2. LET'S GO!
                        ============

                    2.1 General Commands
                    ~~~~~~~~~~~~~~~~~~~~~~~

                    Table 4: General commands

   Keyword   Action
   ~~~~~~~   ~~~~~~
   NICK   changes your nickname
   QUIT   exits your IRC session, (same as BYE, SIGNOFF and EXIT)
   HELP   prints help on the given command
   WHOIS   displays information about someone
   WHOWAS   displays information about someone who just left
   AWAY   leaves a message saying you're not paying attention

/NICK [<nickname>]
  Changes your nickname to whatever you like.

   Everyone who wants to talk to you sees this name - also, at the moment, nicknames are limited to 9 characters max. Your nickname will be the same as your login name by default. You can also set an environment variable, IRCNICK, the value of which will be used instead. Nickname clashes are not allowed; this is enforced by the servers. If your intended nickname clashes with someone else's as you enter IRC, you will not be able to enter until you change it to something else.

        /NICK Nappy
        *** Nap is now known as Nappy

```
/QUIT [<reason>]
  Exits your IRC session.  You can also use BYE, SIGNOFF and EXIT.  If a
reason is supplied, it is displayed to other people on your channels.

        /QUIT Lunch Time!
        poly ~ >




/HELP [<command>]
  Shows help on the given command.

        /HELP HELP
        Usage: HELP [command]
           Shows help on the given command. The help documentation is set
           up in a  hierarchical fashion.  That  means that  certain help
           topics have sub-topics under them.
        [boring stuff deleted]




/WHOIS [<nickname>]
  Shows information about someone.

        /WHOIS Nap
        *** Nap is pioch@poly.polytechnique.fr (Klein bottle for sale...
           inquire within.)
        *** on channels: @#Twilight_Zone @#EU-Opers
        *** on via server poly.polytechnique.fr (Ecole Polytechnique,
           Paris, FRANCE ! )
        *** Nap has a connection to the twilight zone (is an IRC operator)
        *** Nap has been idle 0 seconds

        /WHOIS Nappy
        *** Nappy: No such nickname


  Sometimes WHOIS won't help you much, because the person you want to
know more about just left IRC or changed nick.  However, you can use
WHOWAS to get this information for a while:

/WHOWAS [[<server>] <nickname>]
  Shows  information  about who used the given nickname last, even if no
one is currently using it.

        /WHOWAS Nappy
        *** Nappy was pioch@poly.polytechnique.fr (Artistic ventures
           highlighted. Rob a museum.) on channel *private*
        *** on irc via server poly.polytechnique.fr (Signoff: Mon Jun 22
           20:15:23)


  Very  often,  an  unsuccess call to WHOIS will lead you to try WHOWAS.
That's  why  ircII  allows you to "/SET AUTO_WHOWAS ON"; that way, a "***
<nickname>:  No  such  nickname"  message  will automagically generate a
"/WHOWAS  <nickname>".   Try  typing  "/HELP  SET  AUTO_WHOWAS"  for more
information on this topic.
```

```
/AWAY [<away message>]
  Leave a message explaining that you are not currently paying attention
to IRC.  Whenever  someone sends you a MSG or does a WHOIS on you, they
automatically   see   whatever   message   you   set.   Using   AWAY   with   no
parameters marks you as no longer being away.

        /AWAY Gone to get a cup of coffee.
        *** You have been marked as being away

        /AWAY
        *** You are no longer marked as being away




              2.2  Communication and Private Conversation
              ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

                 Table 5: Private conversation commands
                 --------------------------------------
        Keyword  Action
        ~~~~~~~  ~~~~~~
        MSG      sends a private message
        QUERY    starts a private conversation
        NOTICE   sends a private message
        NOTIFY   warns you of people logging in or out IRC
        IGNORE   removes output from specific people off your screen


  You can use the MSG command, (usually "M" is an alias for it), to send
someone a message that only that person can read.

/MSG <nickname>|<channel> <text>
  Send a private message to specified nickname.

        /MSG Nap This message is for Nap only.
        -> *Nap* This message is for Nap only.

        On my screen will appear:

        *YourNick* This message is for Nap only.



  If you want to send a private message to more than one person, you can
specify a list of nicknames separated by commas, (no spaces).

        /MSG Nap,Sorg This message for both Nap and Sorg.
        -> *Nap* This message for both Nap and Sorg.
        -> *Sorg* This message for both Nap and Sorg.




  Two  special  case  nicknames  are defined.  If the nickname is "," (a
comma),  the  message  is sent to the last person who sent you a MSG.  If
```

the nickname is "." (a period), the message is sent to the last person to whom you sent a message.

   You can have a private conversation by only using /MSG. However, typing "/MSG <nick> <text>" or "/MSG . <text>" gets cumbersome. That's where the /QUERY command comes in handy.

/QUERY [<nickname>|<channel>]
  Starts a private conversation with <nickname>.

   All text you type that would normally be sent to your channel now goes to the supplied nickname in the form of MSGs. To cancel a private conversation, use QUERY with no arguments.

        /QUERY Nap
        *** Starting conversation with Nap

        Blahblahblah
        -> *Nap* Blahblahblah

        /QUERY
        *** Ending conversation with Nap

   There is also another command to send messages, called NOTICE. Unlike MSGs, NOTICEs are surrounded by '-' when printed, and no automated responses, (such as generated by IGNORE or an automaton), will be sent in reply. Services, (robots), on IRC often use this form of interaction.

/NOTICE <nickname>|<channel> <text>
  Sends a private message to the specified <nickname>.

        /NOTICE Nap Better use /MSG instead of /NOTICE.
        -> -Nap- Better use /MSG instead of /NOTICE.

        On my screen will appear:

        -YourNick- Better use /MSG instead of /NOTICE.

   As you begin to make new friends over IRC, you'll want to mark certain nicknames such that you will be warned when they signon or off.

/NOTIFY [[-]<nickname>]
  Adds or removes <nickname> to the list of people you'll be warned when they enter or quit IRC   (in ircII versions prior to 2.2, too many people in the NOTIFY list cause excessive slowness).

        /NOTIFY Nap Nappy
        *** Signon by Nap detected

        /NOTIFY
        *** Currently present: Nap

```
        *** Currently absent: Nappy
```

   Eventually, you may wish some day not to see messages from a specific
user on your screen. This may happen when someone is dumping large
amounts of garbage, or if someone is harassing you. The proper response
to such a behavior is to IGNORE that person. IGNORE is a very powerful
command, and can be used in many ways. However the basic usage of this
tool is the following.

```
/IGNORE [<nickname>|<user@host> [[-]<message type>]]
```
   Suppresses output from the given people from your screen. IGNORE can
be set by nickname or by specifying a userid@hostname format. Wildcards
may be used in all formats. Output that can be ignored includes MSGs,
NOTICEs, PUBLIC messages, INVITEs, ALL or NONE. Preceding a type with a
"-" indicates removal of ignoring of that type of message.

```
        /IGNORE *@cheshire.oxy.edu ALL
        *** Ignoring ALL messages from *@CHESHIRE.OXY.EDU

        /IGNORE
        *** Ignorance list:
        ***      *@CHESHIRE.OXY.EDU      ALL

        /IGNORE *@cheshire.oxy.edu NONE
        *** *@cheshire.oxy.edu removed from ignorance list
```

2.3 Channels and Public Conversations
~~~~~~

   On IRC, there are a lot of places where you can "hang out"; those
places are called 'channels', (most of the information in this section
can also be obtained by issuing "/HELP CHANNEL"). You can compare
conversations on a channel to a conversation among a group of people:
you see/hear everything that is said, and you can reply to anything
that's said. What you type is received by everyone who's willing to
listen - and everyone who is late will not hear what was said before,
unless repeated by one of the ones who were there. (Who said "real
life" ?)

   All channels on IRC have names: a "#" sign followed by some kind of
text-string, like "#C++" or "#Asians" or "#EU-Opers". Usually, the name
of the channel will indicate the type of conversation that's going on in
there. Don't count on it, though.

```
                Table 6:  Channel commands
                --------------------------
        Keyword  Action
        ~~~~~~~  ~~~~~~
        LIST     lists channels, number of users, topic
        NAMES    shows the nicknames of the users on each channel
```

```
      JOIN      sets your current channel, (same as CHANNEL)
      WHO       gives a listing of users
      INVITE    sends an invitation to another user
      LEAVE     leaves a channel, (same as PART)
      KICK      gets rid of someone on a channel
      TOPIC     changes the topic of the channel
      ME        sends anything about you to a channel or QUERY
      DESCRIBE  sends anything about you to a person or channel
```

   Every channel has certain characteristics, called channel modes.
These will also be explained below. Recall the NAMES and LIST
commands; they will show you the names of the existing channels.

/LIST [[<flags>] <channel mask>]
 Lists all current "channels", number of users, and topic.   The
displayed list may be quite long, so you can limit it using flags.
"/LIST -MIN n" for instance removes channels with less than 'n' users of
the output.

```
      Example:

      /LIST -MIN 5
      *** #aussies   5
      *** #amiga     5       Daily Amiga Silence...join&enjoy
      *** #hottub    21      Imagine sky, high above...
      *** #tuebingen 11      Happy Borthday CHUCK!!!
      *** #Christian 6       Jesus!
      *** #Twilight_ 15      The Oper Bar & Grill
      *** #initgame  5       More players needed!!!!!!!!!!!!
      *** #Taiwan    8       Welcome good friends.
      *** #espanol   6       EMERGENCIA SE Necesitan Mujeres!
      *** #sherwood  7
      *** #francais  6       on apprend le japonais (japanese welcome)
```

/NAMES [[<flags>] <channel mask>]
  Shows the nicknames of all users on each "channel", (these may be very
long. Remember to filter them with "-MIN n" or "-MAX n").

```
      /NAMES -MIN 5
      Pub: #twilight> Mycroft @sojge scorpio @Troy @Avalon @Nap phone
         Merlinus Lumberjak @tzoper
      Pub: #espanol   Cacique Bonjovi leopardo Carina Miguel Cisco r2
      Pub: #amiga     @gio @Radix @xterm @mama @AmiBot
      Pub: #aussies   @Bleve @GrayElf @Insomniac @Morkeleb @titus
      Pub: #hottub    baby @Aldur KnightOrc @Toasty Gwydion @Belkira
         @Aiken Edge @Spockobot @Nada @ZBot @Aurik @anna @RedBaron
         @Katzen @esashi IceWolf @Eniigma @Digger @TheHeck
```

   To join in the conversation on a certain channel you may use the JOIN
command.

/JOIN [<channel>]

Sets your current channel to the supplied channel.

```
        /JOIN #Twilight_Zone
        *** Nap has joined channel #Twilight_Zone
        *** Topic: The Gernsback Continuum
        *** Users on #Twilight_Zone: Nap msa tober phone @julia @SirLance
           igh @Daemon @Avalon @Waftam @Trillian @tzoper
```

   The CHANNEL command has the same effects. Note that if no parameters
are given, your current channel is displayed.

   Upon entering a channel, you are given useful details about it: list
of users talking in that channel, topic... Joining a channel does not
cause you to leave your previous channel unless NOVICE is set to ON. See
"/HELP SET NOVICE".

 Once in a channel, you may wish to get a detailed list of the people
IRCing inside. That's where the WHO command comes in handy:

/WHO [<channel>|<wildcard expression>]
  Gives a listing of users.   "/WHO *" for the list of users in your
current channel.

```
        /WHO #Twilight_Zone
        Channel    Nickname     S    User@Host (Name)
        #Twilight_ Nap          H*   pioch@poly.polytechnique.fr
           (Quidquid latine dictum sit, altum viditur)
        #Twilight_ msa          H    msa@tel1.tel.vtt.fi (Markku Savela)
        #Twilight_ tober        H    ircuser@kragar.eff.org (tober)
        #Twilight_ phone        H    mrgreen@munagin.ee.mu.OZ.AU (Third
           row seats to the Cure? WHO ME? nah.. *grin*)
        #Twilight_ julia        G*@  julie@turing.acs.Virginia.EDU
           ( Future graduate of ACME Looniversity)
        #Twilight_ SirLance     G*@  lancelot@tdsb-s.mais.hydro.qc.ca
           (Sir Lancelot)
        #Twilight_ igh          G    igh@micom1.servers.unsw.EDU.AU (igh)
        #Twilight_ Daemon       G*@  frechett@spot.Colorado.EDU
           (-=Runaway Daemon=-)
        #Twilight_ Avalon       H*@  avalon@coombs.anu.edu.au (Avalon...)
        #Twilight_ Waftam       G*@  danielce@munagin.ee.mu.OZ.AU (Daniel
           Carosone)
        #Twilight_ Trillian     G*@  hrose@rocza.eff.org ( I turn to
           stone when you are gone )
        #Twilight_ tzoper       H*@  tzoper@azure.acsu.buffalo.edu (/msg
           tzoper help)
```

   The first field is the current channel, then nickname, status, real
name (in internet user@host form), and a small witty comment you can set
yourself with the environment variable IRCNAME, (this will be detailed in
section 2.8).   Status indicates if a user is "H"ere or "G"one, (see
AWAY), if IRCop ("*"), and/or chanop ("@").

   It is also possible, when you are already on a channel, to ask someone

to join your channel. The command is called INVITE.

/INVITE <nickname> [<channel>]
  Invites another user to a channel. If no channel is specified, your
current channel is used.

        /INVITE Nap
        *** Inviting Nap to channel #Twilight_Zone

  If you receive an INVITE message, you can type "/JOIN -INVITE" to join
the channel to which you were last invited, or simply "/JOIN <channel>".

  To leave a channel, just issue a LEAVE command, (PART has the same
effects):

/LEAVE <channel>
  Leave a channel.

        /LEAVE #Twilight_Zone
        *** Nap has left #Twilight_Zone

  Well, you guessed it, if there is a way to invite someone on a
channel, there's also the possibility to KICK someone out of it, for
example if this person is behaving like a jerk, annoying people or
flooding the channel with unwanted information:

/KICK [<channel>] <nickname>
  Kicks named user off a given channel. Only 'channel operators' are
privileged to use this command.

        /KICK #Twilight_Zone Target
        *** Target has been kicked off channel #Twilight_Zone by Nap

  Channels have topics, that indicate the current topic of conversation.
You can change this topic on a channel with the TOPIC command.

/TOPIC [[<channel>] <topic for channel>]
    Changes the topic for the channel.

        /TOPIC The silent channel.
        *** Nap has changed the topic on channel #EU-Opers to The silent
          channel.

  At times, you may want to send a description of what you are doing or
how you are feeling or just anything concerning you to the current
channel or query. It is absolutely good style to not forget the period
at the end of the sentence!

/ME <action description>

Tells the current channel or query about what you are doing.

        /ME opens up the fridge.
        * Nap opens up the fridge.

        You can also use your own nickname as command, i.e. you can type
        the line with a leading slash:

        /Nap reaches out for the orange juice.
        * Nap reaches out for the orange juice.

    The same goal can be achieved towards a specific nickname using:

/DESCRIBE <nickname>|<channel> <action description>
    Sends anything concerning you to the <nickname> or <channel> you pass
as first argument.

(Note: The look of the result depends on each client version, and might
        not be exactly the same as in the examples shown here.)

    These commands make use of CTCP, a client-to-client protocol crafted
to perform specific actions, but not understood by all clients, (more
about CTCP in section 2.5).   If you get an error message, your
description may not have arrived properly.

                2.4 Channel and User Modes
                ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

    Channels can have additional constraints, which can be set by the MODE
command, (most of the information in this section can also be obtained by
issuing "/HELP MODE"). To understand this, recall that the first person
to JOIN a channel effectively creates it and is initially "in charge" of
the channel, ("Channel Operator" or "chanop"). He/She can subsequently
add those constraints, make other people chanops at leisure.

                    Table 7: Mode commands

                Keyword Action
                ~~~~~~~ ~~~~~~
                MODE   changes channel or user mode

    Public is the default mode for a channel. When someone is on a public
channel, he can be seen by all other users, (if his own user mode permits
this). Anyone can notice users on a public channel and join such a
conversation.

    Private means that, although anyone can see members of such a channel,
you can't tell what channel they are on unless you are already on that
channel with them.   They just appear as "Prv: *" in LIST or NAMES.
Since the number of potential channels is in the billions, this is quite

some security - all you give away is the acknowledgement that you're
IRCing.

   If you are on a secret channel, someone who is not on the same channel
can't even see that you are there. Your name does not show up in a LIST
of active users.   The only indication of your presence is that, when
entering IRC, all new users are told that there are "NNNNN users on XXX
servers".   If someone checks on all users and finds less than NNNNN of
them, he knows that other people are hiding on secret channels. But a
secret channel user still cannot be found except by brute-force checking
through all channels, a hopeless proposition in the face of the huge
number of possible channel names. Security through obscurity finally
means something.

/MODE <channel>|<nickname> [[+|-]<modechars> [<parameters>]]
  Allows channel operators to change channel mode, or any user to change
their personal mode, (don't use this command too often, it floods the net
with worthless information).

        /MODE #Twilight_Zone +m
        *** Mode change "+m" on channel #Twilight_Zone by Nap

        /MODE Nap -i
        *** Mode change "-i" for user Nap by poly.polytechnique.fr

        And this is how to give 'chanop' status to someone on the channel

        /MODE #Twilight_Zone +o sojge
        *** Mode change "+o sojge" on channel #Twilight_Zone by Nap

   A + or - sign determines whether the mode should be added or deleted.
Try typing "/HELP MODE" to get further information. Channels can be
moderated (only chanops can talk), secret, private, with a limited number
of users, anonymous, invite-only, topic-limited, with a list of banned
users...

   The MODE command also allows you to modify your personal parameters,
your "user mode".   You can check your usermode with the command "/MODE
<YourNick>" or sometimes "/UMODE".   Note that user mode +i may be the
default on some servers, in order to protect privacy of users. This
should not be seen as a problem, since any user can change his/her
personal mode whatever defaults a server may set.

                        Table 8: Channel modes

        ModeChar   Effects on channels
        ~~~~~~~~   ~~~~~~~~~~~~~~~~~~~~
        b <person>   ban somebody, <person> in "nick!user@host" form
        i   channel is invite-only
        l <number>   channel is limited, <number> users allowed max
        m   channel is moderated, (only chanops can talk)
        n   external /MSGs to channel are not allowed

```
     o <nick>        makes <nick> a channel operator
     p               channel is private
     s               channel is secret
     t               topic limited, only chanops may change it



                    Table 9:  User modes
                    --------------------
     ModeChar        Effects on nicknames
     ~~~~~~~~        ~~~~~~~~~~~~~~~~~~~~~
     i               makes yourself invisible to anybody that does
                     not know the exact spelling of your nickname
     o               IRC-operator status, can only be set
                     by IRC-ops with OPER
     s               receive server notices
     w               receive wallops (abused and deprecated)
```

2.5 Client to Client Protocol

```
/CTCP <nickname> <command> [<argument>]
  Allows you to perform certain client specific actions on the network.

     /CTCP Nap VERSION
     *** CTCP VERSION reply from Nap: ircII 2.2 *IX
        :ircII 2.2, SL0 The one you thought you'd never see.

     This can be used to get information about how long a person has
     been idle:

     /CTCP Nap FINGER
     *** CTCP FINGER reply from Nap: PIOCH Nicolas - Nap on IRC, X90,
        (pioch@poly.polytechnique.fr) Idle 0 seconds


             Table 10:  Client to Client Commands
             ------------------------------------
      Keyword    Action
      ~~~~~~~    ~~~~~~
      CTCP       performs certain client specific actions
      DCC        handles direct connections to remote clients
      DCC SEND   initiates a file transfer
      DCC GET    accepts a file transfer
      DCC CLOSE  ends a DCC connection or offer
      DCC LIST   shows current DCC connections
      DCC CHAT   initiates a secure chat between two clients
```

   There are many other CTCP commands, and new ones are introduced all
the time.   There is a mechanism for you to find out what you can use:
CTCP CLIENTINFO.   To find out about your own client services, execute a
CLIENTINFO on yourself.

```
        /CTCP Nap CLIENTINFO
        *** CTCP CLIENTINFO reply from Nap: SED VERSION CLIENTINFO
           USERINFO ERRMSG FINGER TIME ACTION DCC UTC PING :Use
           CLIENTINFO <COMMAND> to get more specific information
```

   If you are interested in this powerful CTCP mechanism, have a look in
the various ircII help files. "/HELP CTCP" might tell you more...
However the client-to-client protocol has a very powerful feature:
Allowing two people to exchange files.

   To send small text files, electronic mail is probably the best
solution, (don't rely on the user@host given by the WHOIS command to send
mail.   For   people   registered   on   NickServ,   you   can   "/MSG
NickServ@Service.de WHOIS nick" to get their E-mail address). However,
ircII provides you a way to establish Direct Client Connections ("DCC")
to perform functions like sending and receiving files.

If NickA wants to send a file to NickB, then NickA should type:
        /DCC SEND NickB filename

On NickB's screen will appear:
        *** DCC SEND (filename) request received from NickA

If he, (NickB), wants to get the file, he just needs to type:
        /DCC GET NickA filename

A few seconds later
        *** DCC GET connection with NickA established
        *** DCC GET filename connection to NickA completed
will inform both users that data transfer has been successfully
completed.

   Here's a quick overview of the subject:

/DCC <function> [<arguments>]
  Handles direct connections to remote clients. The behavior of DCC is
determined by the specified <function>.

/DCC SEND <nickname> <filename>
  Initiates a file transfer by direct client connection.

/DCC GET <nickname> <filename>
  Accepts a file transfer by direct client connection. The sender must
first have offered the file with DCC SEND.

/DCC CLOSE <type> <nickname> [<arguments>]
  Ends an unwanted DCC connection or offer. The <type>, <nickname> and
<arguments> must be the same as those shown by "/DCC LIST". If the
arguments are not supplied, the oldest connection of the specified type

is closed.

/DCC LIST
  Shows current /DCC connections with their types, status and nicknames
involved.

  More details can be found in ircII online help: try "/HELP DCC"...
for more information.

  However, if someone asks you to send him a file, DON'T do it unless
you EXACTLY know what you are doing. For instance, NEVER send the
password file of your system to anybody. This could grant crackers
illegal   access   to   your machines, and put you and your system
administrator in much trouble.

DCC also allows two clients to establish a direct client connection for
chat.   This is a secure form of communication, since messages are not
sent through the IRC network.

/DCC CHAT
  Initiates a direct client connection chat to the given nick, who must
repond with DCC CHAT. Once established, messages are sent over with
"/MSG =Nickname ...".

                    2.6 Network Related Commands
                    ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

  If you encounter any problem, contact your local IRC-Administrator or
an IRC-Operator.   An IRC-Admin is a person who has access to all files
concerning 'ircd' (the server program). An IRC-Operator or "IRC-op" is a
person who has privileges given to him by an IRC-Admin and tries to
maintain a fast reliable IRC network. Information on how you can find
out who he/she is, can be found below.

 Each time you are prompted for a server name, remember you can supply
the nickname of someone being connected on that server instead. This may
be useful at times...

                  Table 11: Network related commands

     Keyword Action
     ~~~~~~~ ~~~~~~
     ADMIN   displays information about a server
     LINKS   shows the servers on the IRC network
     SERVER   switches your primary server
     MOTD   displays the server message-of-the-day
     USERS   prints users logged on the server machine
     DATE   shows server current date and time

```
    TIME     shows server current date and time
    LUSERS   gives a brief listing of users, servers and operators
    TRACE    shows the server connections of the given server
    STATS    shows some irc server usage statistics
    INFO     shows useless information about IRC
    VERSION  shows client and server version number
```

/ADMIN [<server>]
  Displays the administrative details about the given server. If no
server is supplied, the server you are connected to is used.

```
        /ADMIN
        ### Administrative info about poly.polytechnique.fr
        ### Ecole Polytechnique, Palaiseau, FRANCE
        ### IRC-Administrator Nicolas Pioch (Nap@IRC)
        ### <pioch@poly.polytechnique.fr>
```

/LINKS [[<server>] <wildcard expression>]
  Shows a list of servers currently connected to the IRC network. If
<wildcard expression> is given, /LINKS asks the given <server> for a list
of servers matching the given expression, (this list can get very long!).

```
        /LINKS *po*
        *** nova.unix.portal.com  7 Cupertino California, USA
        *** poe.acc.Virginia.EDU  6 University of Virginia 2.7.1f
        *** polaris.utu.fi        9 University of Turku, Finland
        *** polaris.ctr.columbia.edu 6 Columbia University, New York City
        *** csd.postech.ac.kr     4 POSTECH Computer Science Dept.
        *** cdc853.cdc.polimi.it  2 Polytechnic of Milan, Italy
        *** poly.polytechnique.fr 0 Ecole Polytechnique, Paris, FRANCE
```

/SERVER [<server>|<server number> [<port number>]]
  Switches your primary server to the supplied <server> at the specified
<port number>.   If no port number is given, the default port number is
used (normally 6667).

```
        /SERVER poly.polytechnique.fr 6667
        *** Connecting to port 6667 of server poly.polytechnique.fr
        *** Welcome to the Internet Relay Network, Nap
        *** Your host is poly.polytechnique.fr, running version 2.7.2g.ID
        *** This server was created Sat Jan 16 1993 at 12:16:10 MET
```

  Occasionally, you can switch servers faster than the IRC network can
send out the information that you have left your previous server. So
don't be surprised if you are told your nickname is already in use...
Just wait a moment and set it with /NICK again.

/MOTD [<server>]
  Gives the Message-Of-The-Day for the named server. If no server is
given, your server is used.

```
        /MOTD
        MOTD - poly.polytechnique.fr message of the day -
        MOTD - _____
        MOTD -  /\                                      \
        MOTD -  \_|       Bienvenue sur le serveur      |
        MOTD -   |         Internet Relay Chat          |
        MOTD -   |  de l'Ecole Polytechnique, FRANCE    |
        MOTD -   |  _____|__
        MOTD -    \_/_____/
        MOTD -
        MOTD -      |    |    |       En cas de probleme,
        MOTD -     )_)  )_)  )_)             tapez / admin
        MOTD -    )___))___))___)\
        MOTD -   )____)____)_____)\\        Nicolas PIOCH
        MOTD - _____|____|____|____\\\__      Nap sur IRC
        MOTD - --\  Welcome on IRC !  /---------
        MOTD -    ^^^^^^^^^^^^^^^^^^^ ^^^ ^^^
        * End of /MOTD command
```

/USERS [<server>]
  Shows the users logged into the machine where the server is running,
(it's up to the server administrator to implement this feature or not.
It may not work on some machines).

```
        /USERS
        *** UserID  Terminal    Host
        *** pioch   ttyp9       rotule.polytechn
        *** pioch   ttypc       rotule.polytechn
        *** pioch   ttyq0       rotule.polytechn
        *** pioch   ttyq1       rotule.polytechn
```

/DATE [<server>]
/TIME [<server>]
  Shows the current time of day and date. If a server is specified, the
time of day and date are reported from that server. DATE and TIME are
identical.

```
        /DATE
        *** poly.polytechnique.fr Saturday June 20 1992 -- 02: 35 +01:00
```

/LUSERS
  Gives a brief listing of the number of servers, operators and users
matching the given <wildcard expression>, as seen from the specified
<server>.

```
        /LUSERS
        *** There are 1008 users and 291 invisible on 135 servers
        *** 72 users have connection to the twilight zone
        *** There are 458 channels
        *** I have 16 clients and 4 servers
```

```
       *** 22 maximum connections, 19 clients




/TRACE [<server>]
  Shows the server connections of the given <server>.

       /TRACE
       *** Serv Class[9] ==> 134S 1331C eff.org[192.88.144.3]
       *** Serv Class[8] ==> 1S 6C Julia.Enst.FR
       *** Serv Class[8] ==> 1S 6C Eurecom8.Cica.FR[192.70.34.208]
       *** Serv Class[1] ==> 2S 0C athina.cc.uch.gr[147.52.80.102]
       *** Serv Class[8] ==> 1S 5C dafne.mines.u-nancy.fr[192.70.66.2]
       *** Serv Class[8] ==> 1S 0C cnam.cnam.fr
       *** Class 0 Entries linked: 16
       *** Class 9 Entries linked: 1
       *** Class 8 Entries linked: 4
       *** Class 1 Entries linked: 1




/STATS c|i|k|l|m|u|y [<server>]
  Shows some irc server usage statistics.

       /STATS u
       *** Server Up 12 days, 12:28:44




/INFO [<server>]
  Shows  information about the IRC creators, debuggers, slaves and a lot
of other people who no longer have much to do with IRC.




/VERSION
  Shows the ircII version number and the version number of the server.

       /VERSION
       *** Client: ircII 2.2
       *** Server poly.polytechnique.fr: ircd 2.7.2g.Nap+6(privacy).




                  2.7 Quick Reference Panel
                  ~~~~~~~~~~~~~~~~~~~~~~~~~~


       Keyword       Action
       -------       ------
       !             recalls previous commands for re-editing
       ADMIN         displays information about a server
       AWAY          leaves a message saying you're not paying attention
       CLEAR         puts some white space on your screen
       CTCP          performs certain client specific actions
```

```
DATE          shows server current date and time
DCC           handles direct connections to remote clients
DESCRIBE      sends anything about you to a person or channel
HELP          prints help on the given command
HISTORY       displays the command history

IGNORE        removes output from specific people off your screen
INFO          shows useless information about IRC
INVITE        sends an invitation to another user
JOIN          sets your current channel
KICK          gets rid of someone on a channel

LASTLOG       lists the most recent messages
LEAVE         leaves a channel
LINKS         shows servers on the IRC network
LIST          lists channels, number of users, topic
LUSERS        gives a brief listing of users, servers and operators

ME            sends anything about you to a channel or QUERY
MODE          changes channel mode
MOTD          displays the server message-of-the-day
MSG           sends a private message
NAMES         shows the nicknames of users on each channel

NICK          changes your nickname
NOTICE        sends a private message
NOTIFY        warns you of people logging in or out IRC
QUERY         starts a private conversation
QUIT          exits your IRC session

SERVER        switches your primary server
STATS         shows some irc server usage statistics
TIME          shows server current date and time
TOPIC         changes the topic of the channel

TRACE         shows the server connections of the given machine
USERS         prints users logged on the server machine
VERSION       shows client and server version number
WHO           gives a listing of users
WHOIS         displays information about someone

WHOWAS        displays information about someone who just left
```

2.8 Further into ircII Wizardry
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Note: This part should be reserved for experienced IRC'ers.

   Because ircII is not a simple client program, but an Operating System,
its programming language is just as simple as you could expect (it's
horrendous), but if you want to get into it, here's a little note for
you...

There are a few Unix environment variables you can set in your shell
configuration file, but you need to find out your shell name before that.
"echo $SHELL" should give you a hint.

Table 12: Setting environment variables

Shell type	Shell name	Command
~~	~~~~~~~~~~	~~~~~~~
Bourne shells	sh	$ VARNAME="value" ; export VARNAME
	ksh	$ export VARNAME="value"
	bash	$ export VARNAME="value"
C-shells	csh	% setenv VARNAME "value"
	tcsh	> setenv VARNAME "value"

Table 13: Environment variables

Name	Effects
~~	~~~~~~~
HOME	where your home directory is
IRCNAME	any lunacy you want instead of your real name
	(text that appears between parentheses in a WHOIS)
IRCNICK	your default IRC nickname
IRCPATH	a directory path to LOAD scripts
IRCRC	a file to use instead of your $HOME/.ircrc
IRCSERVER	a default server list for ircII
TERM	your terminal type

The command character, (usually "/"), is only necessary when you type
commands interactively, when you program things it is no more needed, it
used to be though.

Table 14: Advanced commands

Keyword	Action
~~	~~~~~~
#	same as COMMENT except for the lenght
@	performs variable expressions
ALIAS	creates command aliases
ASSIGN	creates user variables (expandable with $)
BIND	binds a keystroke sequence to a function
CD	changes ircII working directory
COMMENT	does nothing, but very useful. Strange, uh?
ECHO	displays all of its arguments
EXEC	allows you to start subprocesses
FLUSH	flushes all pending output from the server
IF	standard boolean expression checker
LOAD	loads an ircII command script file
ON	sets up actions to occur when certain events happen
REDIRECT	forwards the output from a command
SAVE	saves all ircII settings into a file

```
      SAY             same as sending text to a channel
      SEND            same as sending text to a channel
      SET             sets a variable to a given value
      SLEEP           suspends ircII for a few seconds
      TYPE            simulates keystrokes

      WAIT            waits for all server output to finish
      WHILE           another control command to make loops
      WINDOW          lets you manipulate multiple "windows" in ircII
      XECHO           like ECHO, but takes flag arguments
```

   If you want to type to the channel from within an ALIAS or on BINDing,
you have to use SAY or SEND.

   The ";" has a special meaning in ALIASes, BINDings and ONs: it's
treated as command separator, that means you can execute multiple
commands in a row separated by semicolons.   The semicolons are not
considered separators when you use them interactively, (to be able to
type ";-)"), and within an ircII script file. You can escape the meaning
of ";" in an ALIAS with "\;".

   When you use ircII on a (semi)regular basis, you will discover that
every time you start the program you will issue the same initialization
sequence. If that is the case, I have good news for you: you don't have
to do that anymore! ircII will, at startup, load a file called ".ircrc",
(full path: $HOME/.ircrc). It will treat each line in that file as if
you typed it manually.

   For example, if the content of your .ircrc file is:

        JOIN #Twilight_Zone

   then each time you will start IRC, you will join this channel.

   Advanced commands may come in handy if you need them. Feel free to
browse in ircII online help to find out more about them. A few of them
are probably worth learning...

                    2.9 Sample .ircrc
                    ~~~~~~~~~~~~~~~~~~~

   As a sample, here's part of my .ircrc file. Since ircII2.2, this file
can be found in the "script" directory, and loaded with "/load ircprimer"

Sample .ircrc script, from the IRCprimer v1.1

IRCII sample configuration file (~/.ircrc) (Nicolas Pioch)
```

```
# ------------------------------------------------------------------
# The aim of this file is to shorten all useful commands to 1 letter.

set NOVICE off
set INPUT_ALIASES off
set AUTO_WHOWAS on
set SHOW_CHANNEL_NAMES on
set SHOW_AWAY_ONCE on

# Speeds up ircII display 2 times
set SCROLL_LINES 2

# Put Hack notices down under
on ^SERVER_NOTICE "\*\*\* Notice -- Hack: *" set status_user Hack: $4-

# Modified killpath script from YeggMan
ALIAS kpath ECHO ### Last received KILL for $nkp.path
@ nkp.path = [<empty>]
ALIAS nkp.msg ECHO ### $Z -- KILL by $1 for $0 $2-
ALIAS nkp.idx @ FUNCTION_RETURN = RINDEX(! $0) + 1
ALIAS nkp.srv @ FUNCTION_RETURN = INDEX(. $MID($nkp.idx($0) 512 $0))
ON ^SERVER_NOTICE "\*\*\* Notice -- Received KILL*" {
#      if (index(. $mid(${rindex(! $11) +1} 512 $11))
        IF ( nkp.srv($11) > -1 )
            { nkp.msg $7 $9 }
            { nkp.msg $7 $9 $12- }
        @ nkp.path = [$7-]
}

# Function to strip the less significant part of an internet hostname
# $userdomain(username@host.subdomain.dom)   returns username@subdomain.dom
# This eliminates the hostname which may change frequently
alias userdomain {
 @ function_return = LEFT($INDEX(@ $0) $0)##[@]##MID(${1+INDEX(. $0)} 99 $0)
}

# Who is that ?
on ^msg * echo *$0!$userdomain($userhost())* $1-

# /w [<nickname>]                        get info on someone
# /q [<nickname>]                        query someone
# /m  <nickname> <text>                  send a message
# /n  <nickname> <text>                  send a notice
# /r <text>                              reply to last message I got
# /a <text>                              followup on my last message

alias w whois
alias q query
alias m msg
alias n notice
alias r msg $,
alias a msg $.

# /j <channel>                           join a channel
# /l <channel>                           list people in a channel
# /ll                                    list in the current channel
# /i <nickname> [<channel>]              invite someone
```

```
# /hop                                   leave the current channel

alias j join
alias l who
alias ll who *
alias i invite
alias hop part $C

# /o <nickname> [<nickname> <nickname>]  give channel op status
# /d <nickname> [<nickname> <nickname>]  remove channel op status
# /k <nickname>                          kick someone
# /mo [+|-]<modechars>                   change current channel mode

alias o mode $C +ooo
alias d mode $C -ooo
alias k kick $C
alias mo mode $C

# the "wrong person" alias! /oops <nickname> to resend message to
alias oops {
        @ _whoops = [$B]
        msg $. Whooops ! Please ignore, that wasn't meant for you.
        msg $0 $_whoops
}

alias unset set -$*
alias unalias alias -$*
alias NickServ msg NickServ@Service.de
alias NoteServ msg NoteServ@Service.de

# --------------------------------------------------------------------
```

2.10 Writing automatons
~~~~~~~~~~~~~~~~~~~~~~~~~~

  An automaton, (also called robot or service), is a program that is
connected to the IRC network to provide services. Many people try to set
that up with a few ircII commands like:

on ^msg "% help" notice $0 This is LameBot 1.0

  However, you should know that setting up an automaton using ircII ON
facilities is quick and dirty, and should be reserved for robots that
rely on ircII specific features such as DCC (file servers for instance).
Writing a program in C, perl or any decent programming language should
take longer in the beginning, but your efforts will be rewarded. You can
download skeletons of such programs on some ftp sites that keep IRC
related stuff (check in the Frequently Asked Questions part).

  Although most robots-writers believe they have created a "smart
thing", 99% of the robots online happen to be a nuisance to the IRC
community, because a few simple rules were not respected by their owners.

The main idea is that robots should neither be seen nor heard:

   * automatons should be clearly identified as such, having "bot",
     "serv" or "srv" in their nickname.

   * they should use NOTICES to communicate with the rest
     of the world, and not reply to NOTICES they get.

   * they should be able to always be killed (craziness is a
     frequent disease among robots).

   * they should be able to be killed remotely by their owner via IRC.

   * they should not give access to their owner's real files, (bandits
     have already been able to crack people's accounts through
     their robots).

   * they should not send messages to channels (unless the channel
     is dedicated to that robot).

  * they should not flood channels with MODE changes. Basically,
    if you have such a command as:

        on -JOIN "Lamer #BotTub" mode #BotTub +o Lamer

 then you are wrong. Because this is what you will get:

*** Lamer (clueless@where.the.hell) has joined channel #bottub
*** Mode change "+o Lamer" on channel #bottub by LameBot
*** Mode change "+o Lamer" on channel #bottub by StupidSrv
*** Mode change "+ooo Lamer Lamer Lamer" on channel #bottub by FloodServ
*** Mode change "+o Lamer" on channel #bottub by Dumbbot

   And this will get boring very soon, so don't be surprised if such
robots get banned from most channels. A good kludge is to wait until
someone asks explicitly the robot to be opped on a channel. This could
be:
     on -MSG "Lamer op me on #BotTub" mode #BotTub +o Lamer

   If you don't respect rules 2 and 6 above, this may happen too:

*** TalkBot (clueless@where.the.hell) has joined channel #bottub
<LameBot> Hi TalkBot!
<TalkBot> Hello LameBot! How are you?
*** Mode change "+o TalkBot" on channel #bottub by LameBot
<LameBot> Fine thanx.
<TalkBot> Thank you for the op, LameBot.
<LameBot> No problem, TalkBot.
*** Signoff: Talkbot (ircserver.irc.edu where.the.hell)
*** TalkBot (clueless@where.the.hell) has joined channel #bottub
*** Mode change "+o TalkBot" on channel #bottub by where.the.hell
*** Mode change "+o LameBot" on channel #bottub by TalkBot
*** Mode change "+o TalkBot" on channel #bottub by LameBot
<TalkBot> Thank you for the op, LameBot.
<LameBot> No problem, TalkBot.

...

See? Remember the golden rule:

```
    +----------------------------------------------------------+
    | A smart bot won't act unless explicitly asked by someone to. |
    +----------------------------------------------------------+
```


3. FREQUENTLY ASKED QUESTIONS
   ===========================

3.1 How do I set up an IRC client?
   ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

   Here is a list of FTP sites from which you can download a client for
your specific Operating System.


```
                Table 15:  FTP sites with IRC clients
                ------------------------------------
                          UNIX ircII
                          ~~~~~~~~~~
        cs.bu.edu                       - /irc/clients
        ftp.acsu.buffalo.edu            - /pub/irc
        slopoke.mlb.semi.harris.com     - /pub/irc
        plod.cmbe.unsw.oz.au            - /pub
        coombs.anu.edu.au               - /pub/irc
        nic.funet.fi                    - /pub/unix/irc/ircII
        ftp.informatik.tu-muenchen.de   - /pub/net/irc


                          EMACS elisp
                          ~~~~~~~~~~~
        cs.bu.edu                       - /irc/clients/elisp
        slopoke.mlb.semi.harris.com     - /pub/irc/emacs
        nic.funet.fi                    - /pub/unix/irc/Emacs
        lehtori.cc.tut.fi               - /pub/irchat
        ftp.informatik.tu-muenchen.de   - /pub/net/irc


                             VMS
                             ~~~
        cs.bu.edu                       - /irc/clients/vms
        coombs.anu.edu.au               - /pub/irc/vms
        nic.funet.fi                    - /pub/unix/irc/vms
        ftp.informatik.tu-muenchen.de   - /pub/net/irc


                          REXX for VM
                          ~~~~~~~~~~~
        ftp.informatik.uni-oldenburg.de - /pub/irc/rxirc
```

```
          ftp.informatik.tu-muenchen.de    - /pub/net/irc/VM
          cs.bu.edu                        - /irc/clients/rxirc
          coombs.anu.edu.au                - /pub/irc/rxirc
          nic.funet.fi                     - /pub/unix/irc/rxirc



                            MSDOS
                            ~~~~~
          cs.bu.edu                        - /irc/clients
          nic.funet.fi                     - /pub/unix/irc/msdos



                          Macintosh
                          ~~~~~~~~~

          cs.bu.edu                        - /irc/clients
          nic.funet.fi                     - /pub/unix/irc/mac
          sumex.stanford.edu               - /info-mac/comm
          ftp.ira.uka.de                   - /pub/systems/mac
```

   For Unix machines, you either compile the source yourself, or have
someone else on your machine compile the source for you. The current
"official" ircII release is version 2.2.1. That means that it is said to
be quite bugfree (Hehe, you never know...) In addition to this "official"
distribution, you may find preversions of the client to come floating
around, for people who like to track down bugs and taste things to come.
However, you should be aware of that those clients are being worked on,
and may not have full features working properly.

   Here are the commands to type to setup an ircII client:

```
          ~ > ftp
          ftp> verbose off
          Verbose mode off.
          ftp> open cs.bu.edu
          Name (cs.bu.edu:yourname) : ftp
          Password: yourname@yourhost
          ftp> cd irc/clients
          ftp> bin
          ftp> get ircII2.2.1.2.tar.Z "|zcat|tar xf -"
          ftp> get ircII2.2.1help.tar.Z "|zcat|tar xf -"
          ftp> quit
          ~ >
```

   You now have to go into ircII2.2.1 and read the files explaining how
to achieve a successful installation. Have a look at README and INSTALL,
edit   config.h   to define DEFAULT_SERVER, edit Makefile to define
INSTALL_EXECUTABLE, IRCII_LIBRARY and the C compiler you will be using,
then type make install and wait...

   If you can't set up a client on any local machine, you can still use
any telnet client:

```
                   Table 16:  Open telnet clients
                   ------------------------------
        Area      Command                              login name
```

```
     ~~~~        ~~~~~~~                                    ~~~~~~~~~~
     America   telnet bradenville.andrew.cmu.edu
               telnet chatsubo.nersc.gov                    bbs

     Asia      telnet cc.nsysu.edu.tw                       irc

     Europe    telnet ircclient.itc.univie.ac.at 6668
               telnet irc.ibmpcug.co.uk 9999
```

   Please only use telnet when you have no other way of reaching IRC, as
this resource is quite limited.

                  3.2 Which server do I connect to?
                  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

   It's usually best to try and connect to one geographically close, even
though that may not be the best. You can always ask when you get on IRC.
Here's a list of servers available for connection:

```
                  Table 17:  Open IRC servers
                  --------------------------
          America   Canada        ug.cs.dal.ca
          ~~~~~~~   USA           csa.bu.edu
                                  ucsu.coloradu.edu
                                  irc.caltech.edu

          Europe    Finland       nic.funet.fi
          ~~~~~~    France        poly.polytechnique.fr
                    Germany       noc.belwue.de
                    Sweden        irc.nada.kth.se

          Oceania   Australia     munagin.ee.mu.oz.au
          ~~~~~~~
```

   This is by no means, a comprehensive list, but merely a start.
Connect   to   the   closest   of   these   servers   and join the channel
#Twilight_Zone or, if you are in Europe, #EU-Opers. When you are there,
immediately ask what you want. Don't say "I have a question" because
then everyone will ignore you until you say it a few times, and then
they'll jump down your throat and rip your lungs out. No one knows if he
can answer your question until you ask it.

                  3.3 What are good channels to try while using IRC?
                  ~~~~~~

   #Hottub and #initgame are almost always teeming with people. #Hottub
is meant to simulate a hot tub, and #initgame is a non-stop game of
"inits" (initials).   Just join the fun and find out! (German users may
try channels named after German university towns...)
```

Many IRC Operators are in #Twilight_Zone, while European Operators concentrate in #EU-Opers... So if you join an Operator channel and don't hear much talking, don't worry, it's not because you joined, Operators don't talk much on such channels anyways!

3.4 How do I get nifty effects with ircII?
~~~~~~

You can highlight messages you send using control chars: parts of text surrounded by control-b (^B) will appear in video reverse to most ircII users for instance. However the appearance of such effects relies on the terminal abilities of the user you're writing to.

In some cases keys are already bound to something. For instance, ^B is normally bound to BACKWARD_CHARACTER, so you will need to define a "quote-character" key: just enter "/BIND ^W QUOTE_CHARACTER" then "/BIND ^W^B SELF_INSERT" and it may work...

```
            Table 18:  Highlighting ircII output
            -----------------------------------
                       Key  Effect
                       ~~~  ~~~~~~
                       ^B   Video reverse
                       ^V   Underline
                       ^_   Bold
```


3.5 What if someone tells me to type something cryptic?
~~~~~~

NEVER type anything anyone tells you to without knowing what it is. There is a problem with typing a certain command with the ircII client that gives anyone immediate control of your client, (and thus can alter your account environment also). Look in the ircII on-line help each time you can.

3.6 I get strange characters on my screen, what are they?
~~~~~~

IRC has quite a lot of people from Scandinavian countries, }{|][\ are letters in their alphabet (IRC is supposed to support the ISO Latin-1 8-bit character set, but your client must be able to display them...) This has been explained on IRC about a thousand and one times, so read the following, do not ask it on IRC:

```
        Table 19:  Nordic countries character translations
        ---------------------------------------------------
   Character  Description
   ~~~~~~~~~  ~~~~~~~~~~~
   [, {         'a' with two dots over it
   ], }         'a' with a small circle above it
   \, |         'o' with two dots over it, or a dash ("/") through it
                ("[", "]", and "\" = upper case)
```

   In addition to that, Japanese IRC'ers use a special ANSI escape
control sequences to transmit their Kanji alphabet. This may also look
funny if you get some of it... Here's a sample: [B?K7[$B;$m$K#
(nice, uh?)

                3.7 What about NickServ?
                ~~~~~~~~~~~~~~~~~~~~~~~~~~
   To quote from NickServ's help text, NickServ's purpose is to help
avoiding nickname confusions on IRC. There's no such thing as "nickname
ownership", however NickServ sends a warning to anyone else who signs on
with your nickname. If you don't use IRC for 10 weeks, your nickname
registration expires for reuse.

   Only a NickServ operator can change your NickServ password. To find
out which NickServ operators are on-line, send

        /MSG NickServ@Service.de OPERWHO

   Nicknames with a "*" next to them are online at the time.

                3.8 I'm being flooded or harassed by a jerk. HELP!
                ~~~~~~

   If somebody is behaving like a jerk on IRC, like dumping to a channel
Mb's of garbage, then he should be KICKed and eventually banned from the
channel, (see "/HELP MODE" for details).

   If it's a matter of personal harassment, then you should set a proper
IGNORE on that person, (preferably on his userid@hostname). Remember you
can use wildcard expressions for IGNORE. More about this in section 2.2.

                3.9 How do I get rid of a ghosted IRC session?
                ~~~~~~

   Sometimes you may have a "ghosted" IRC session, a process still

running on your machine you would like to get rid of, but can't control
anymore to issue a QUIT command. Going back to a unix shell, try listing
your processes: ("ps -ux" or "ps -f" depending on your system)

```
   poly ~ > ps -ux
   USER       PID  %CPU %MEM   SZ   RSS TT STAT TIME COMMAND
   pioch    10410   1.4  0.2  839   402 pf S     0:00 /usr/local/bin/emacs
   pioch    25441   0.6  0.9 2888  1908 ? S     0:32 xterm -ls
   pioch    25444   0.4  0.2  550   341 pf S     0:17 -tcsh (tcsh)
   pioch    10404   0.1  0.3  897   624 pf S     0:00 irisVx 5 4 10403
   pioch    25634   0.0  0.3 1022   678 p6 S     0:22 irc
   pioch    25451   0.0  0.2  953   326 ? S     0:07 xmailbox
   pioch    25452   0.0  0.1  386   147 ? S     0:00 xdaliclock
   pioch    25459   0.0  0.3 1109   617 ? S     0:02 xman
   pioch    10403   0.0  0.1  574   124 pf I     0:00 mapleV
   pioch    10423   0.0  0.2  614   459 pf R     0:00 /bin/ps -ux
```

   Locate the line about your lost IRC session, (irc should appear in the
COMMAND field of the line), and its PID, (process number, second field of
the line here). In this example the PID is 25634, as shown here:

```
   USER       PID  %CPU %MEM   SZ   RSS TT STAT TIME COMMAND
   pioch    25634   0.0  0.3 1022   678 p6 S     0:22 irc
```

   All you then need to type is "kill -KILL" or "kill -9" immediatly
followed by the PID found above: "kill -kill 25634" here.

   You can get more details about the commands involved here in the
standard unix manual, ("man 1 ps" or "man 1 kill").

   If your machine crashed, and your nick is still in use on the IRC
network, you'll have to wait 4 to 5 minutes for your server to recognize
the fact. Getting an Operator to kill the ghost is almost never
necessary, just sign on as another nickname and wait for the "Ping
timeout" or "Bad link" message, then you can change your nick back...

                    3.10 About KILL usage.
                    ~~~~~~~~~~~~~~~~~~~~~~~~

   KILL is a command restricted to IRC-Operators to deal with protocol
errors heavily reducing the IRC network functionality. It's to be used
with extreme caution, if at all.

```
     +-----------------------------------------------------------+
     | KILL should never interfere with channel-operator status. |
     +-----------------------------------------------------------+
```

   If you op someone on a channel, you take the consequences. If someone
joins #Whatever, you op them, then they kick everyone and lock the
channel with some "Mode change +ib *!*@*", then suffer it: it's your
fault, don't go whining to an IRC-op to fix it. If a channel is locked,
you should start a new one.

Effective methods to deal with obnoxious people are IGNORE, KICK and various MODEs on channels, such as +i and/or +b.

If you have been abusively killed by an IRC-Operator, abusing his power to gain illegal channel-operator status for instance, yell! Mail a log to his server IRC-Administrator, (see ADMIN), join #Twilight_Zone or #EU-Opers for European-related problems, and explain what happened.

3.11 Where can I find more?
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Should your question not be listed above, you may want to check the "Frequently Unasked Questions", (FUQ) list, which will be shipping real soon now, featuring replies to:

        <lamer1> Are there any good FTP sites? (1)
        <lamer2> How do I join a channel?
        <lamer3> How do I become an IRCop?

If you have access to Usenet News, (usually through a program called rn, trn, xrn or nn), you may want to join alt.irc debates, flamings and whinings.

You can also join various IRC related mailing lists. "Operlist" discusses current (and past) server code, routing and protocol. Mail operlist-request@eff.org to join. Another mailing list, ircd-three@eff.org exists to discuss protocol revisions for the 3.0 release of ircd, currently in planning. Mail ircd-three-request@eff.org to be added to that. There is also low-traffic mailing-lists for ircII vmsirc and irchat clients.

                Table 20: IRC related mailing lists

  E-mail for subscriptions   What's being talked about
  ~~~~~~~~~~~~~~~~~~~~~~~~   ~~~~~~~~~~~~~~~~~~~~~~~~~~~
  operlist-request@eff.org   Server code, routing and protocol.
  ircd-three-request@eff.org   ircd 3.0 protocol
  listserv@grasp1.univ.lyon1.fr   European IRC-Operators mailing list
  dl2p+@andrew.cmu.edu   ircII mailing list
  vmsirc-request@vax1.elon.edu   VMS IRC mailing list
  irchat-request@cc.tut.fi   irchat mailing list

  ((1) 129.0.0.1 but you already know that.)

4. ADMINISTRATIVIA
===================

4.1 Revision history
~~~~~~~~~~~~~~~~~~~~~~~

This is version 1.1 of this paper. Version 1.0 of the IRCprimer was released in postscript form in June 1992 because I was sick of people asking for an IRC or ircII manual (and it was a good way to learn LaTeX!). During summer 1992 Owe Rasmussen did a very nice text conversion of the paper. Due to the support and many remarks I got, a new version is finally completed (special thanks to Olaf Titz !), along with Owe's plain ascii conversion.

The primer is available in 3 formats:

```
IRCprimer.ps.Z:   Postscript version
IRCprimer.txt:    Plain text version
IRCprimer.tex.Z:  Source code.
```

4.2 Release sites for the IRCprimer
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

The latest version of the primer can be found on the following ftp sites, thanks to their admins:

Table 21: IRCprimer release sites

ftp site	location
nic.funet.fi	/pub/unix/irc/docs
cs.bu.edu	/irc/support
coombs.anu.edu.au	/pub/irc/docs

Here's how to get the latest primer postscript version for example:

```
~ > ftp
ftp> verbose off
Verbose mode off.
ftp> open cs.bu.edu
Name (cs.bu.edu:yourname): ftp
Password: yourname@yourhost
ftp> cd irc/support
ftp> bin
ftp> get IRCprimer.ps.Z
ftp> quit
~ > uncompress IRCprimer.ps.Z
~ >
```

4.3 Copyright (C) 1993 Nicolas PIOCH
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

4.4 Credits
~~~~~~~~~~~~

Interesting informations contained in this paper are due to the work of various people interested in IRC improvement; I'm only responsible for omissions and mistakes :-)

It's impossible to give here a full list, however special thanx are due to (in analphabetical order):

```
+-----------------------------------------------------------------+
|   Real life (uh ?)      IRC          E-mail                      |
|   ~~~~~~~~~~~~~~~~       ~~~          ~~~~~~                      |
|   Christopher Davis     ckd          ckd@eff.org                 |
|   Christophe Wolfhugel  Zolf         wolf@grasp.insa-lyon.fr     |
|   Darren Reed           Avalon       avalon@coombs.anu.edu.au    |
|   Greg Lindahl,         Wumpus       gl8f@virginia.edu           |
|   Helen Rose            Trillian     hrose@eff.org               |
|   Ian Frechette         Daemon       frechett@spot.colorado.edu  |
|   Jarkko Oikarinen      WiZ          jto@tolsun.oulu.fi          |
|   Jeff Trim                          jtrim@orion.cair.du.edu     |
|   Jonathon E. Tidswell  Ernie        jont@cs.su.oz.au            |
|   Karl Kleinpaste       poptart      KarlKleinpaste@cs.cmu.edu   |
|   Matthew Alderson      thecure      thecure@mullian.ee.mu.oz.au |
|   Matthew Green         phone        phone@coombs.anu.edu.au     |
|   Mauri Haikola         Mauri        mjh@stekt.oulu.fi           |
|   Michael Sandrof       BigCheese    ms5n+@andrew.cmu.edu        |
|   Olaf Titz             praetorius   stitz@ira.uka.de            |
|   Ove Ruben R. Olsen    Gnarfer      rubenro@viggo.blh.no        |
|   Ronald van Loon       rvl          rvloon@cv.ruu.nl            |
|   Troy Rollo            Troy         troy@cbme.unsw.edu.au       |
+-----------------------------------------------------------------+
```

Feel free to bug me with your comments, I hope I'll have enough time

to reply.

Paris, February 21, 1993,
Ecole Polytechnique,

Nicolas PIOCH.