

AmiBot

COLLABORATORS

| | | | |
|---------------|--------------------------|-----------------|------------------|
| | <i>TITLE :</i> AmiBot | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
| WRITTEN BY | | August 22, 2022 | |

REVISION HISTORY

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
| | | | |

Contents

| | | |
|----------|----------------------------|----------|
| 1 | AmiBot | 1 |
| 1.1 | Documentation | 1 |
| 1.2 | Acknowledgements | 1 |
| 1.3 | What | 2 |
| 1.4 | Installing | 2 |
| 1.5 | Using | 3 |
| 1.6 | Main | 3 |
| 1.7 | Commandline | 4 |
| 1.8 | Bot | 4 |
| 1.9 | Using | 7 |
| 1.10 | Configuration | 8 |
| 1.11 | Main | 8 |
| 1.12 | Server | 9 |
| 1.13 | Accesslevel | 10 |
| 1.14 | Add | 12 |
| 1.15 | Future | 13 |
| 1.16 | Historical | 14 |

Chapter 1

AmiBot

1.1 Documentation

AmiBot v0.97

Public Domain

This archive may be distributed in any way as long as it is complete.

960703, johan englund, na94jed@student.hgs.se

Acknowledgements

Introduction

Installation

Configuration

Usage

Future plans

History

In case you wonder, this program has NO backdoors ↔
written
by me. If there are any, they have been hacked into place
by other low-life creatures. I have no interests in getting
inside your amiga. Though, this is hard to prove without
releasing the sourcecode, which I do not plan to do, so
the best way for you to feel secure is to get it from my
WWW, this way you will only have to trust me, and not all
the couriers!

Hey! I'm a nice guy!

1.2 Acknowledgements

Thanks goes to:

Commodore for the best computer ever made.

The AmiTCP/IP group. Couldn't have done it without ya!

SAS Institute for their superb compiler.

Osma Ahvenlampi (tau) for the help with dcc send/move.

All the people who helped me find BUGS, there were plenty of them, and still are, I suppose :).

Contact address

If I'm on the IRC (mostly undernet) I usually go under the nick Texas or TexasX. Feel free to chat with me there!

Send your bugreports, comments, suggestions, requests, contributions, donations, postcards, party invitations, flighttickets to the caribbean, 16mb 72pib sim module, 1260 card, harddisks, icecream, blind dates, unused porno magazines (no sticky pages), ..., ...

By email to na94jed@student.hgs.se

By smail to Johan Englund
Tomtasv. 7
818 91 Valbo
SWEDEN

You can check out the amibot homepage on

<http://www.hgs.se/~na94jed>

This is where you can get the most recent version.

1.3 What

What is a Bot?

A bot is a standalone program which serve users directly on the IRC. The bots duties could be things like controlling a channel, making sure that only the right peoples gets operator status or serving the IRC community with files.

1.4 Installing

Installation instructions

Unpack the file into a dir of its own or wherever you would like it.

No installation script provided, seems meaningless.

No changes has to be made in the TCP/IP configuration.

1.5 Using

So how do I use the bot ?

Start the bot from a shell or WB.

Main window

Command line arguments

Bot commands

Arexx

1.6 Main

This is the window that opens up when you execute AmiBot.

What are these buttons for then ?

Servers - These are the servers that you have configed and they are the ones you may connect to.

A * infront of the server indicates that you have marked it as enabled.

A > infront of the server indicates that it is currently connected.

Connect - Try to connect to the selected (highlighted) server. Will connect even if the server isn't 'enabled'.

Connect Sel - Connect to all 'enabled' servers.

Control - A big feature. Brings up a logwindow and a string gadget in which you may enter commands directly to the bot. To make this work you must specify the accesslevel 100. Enable everything except the ban/kick/ignore options in that level.

DisConnect - Close connection to the selected (highlighted) server. However, if there is any DCCs still active that was started trough this server, they will not be closed. To close these you must use the command killdcc or shutdown the bot.

Config Server - Open the server configuration window.

Iconify - Iconify amibot.

NOTE: The bot is still in operation. No actions will freeze.

When closing this window amibot will terminate all active connections. Before terminating connections to servers the bot will send the configed exitmessage.

1.7 Commandline

Command line arguments

| | |
|--------------|--|
| SERVERS/K | If you do not want to use the default server config, define the one to use here |
| ACCESS/K | If you do not want to use the default access config, define the one to use here |
| USERS/K | If you do not want to use the default userfile, define the one to use here |
| CONFIG/K | If you do not want to use the default configfile, define the one to use here |
| SEEN/K | If you do not want to use the default seenfile, define the one to use here |
| CONNECT/S | If you want the bot to connect directly upon startup, define this switch. |
| LOGFILE/S | If this argument is present AmiBot will open and keep a logfile in PROGDIR named AmiBot.log. This file will be feeded with error and some other messages. |
| SCROLLSIZE/N | Size of the scrollbar for the control window. Default 15kb. |
| PUBSCREEN/K | Name of screen to open AmiBot on. If screen isn't present or doesn't have the right modes, AmiBot will try to open on WB. |

1.8 Bot

Bot commands

These commands can be issued through IRC using a client like AmIRC, or directly through the local controlwindow.

addhost <user> <host>

-- Add a additional host to a userrecord. This feature is nice if the

user has access to more than one account.

addnick <nick> <level>
-- Adds a nick to the userlist.

This command searches for the nick on the current server.
If it successfully locates the nick it will construct a expression
from the information and add this to the userlist.

adduser <user> <level>
-- Add a user to the userlist.

axx
-- Show access level

ban <channel> <expr.>
-- Bans users from a channel.
ex. /msg AmiBot ban #Amiga *@*luth.se

botinfo
-- Quick info on the server and channel status.

cd [<dir>]
-- Change directory.

comment <file> <comment>
-- Attach AmigaDOS filecomment to a file or directory.

dcclist
-- Show list of all current DCCs.

delete <entry>
-- Delete file or directory. No wildcards supported yet.

dir [<dir>]
-- List contents of directory.

getusers
-- Reread the userlist from disk.

help
-- Show some quick help.

This command will only show help on the commands that the user
has access to.

If there is a valid filename defined in the current servers config
this file will be displayed instead.

join #<channel>
-- Make the bot join a channel. Currently the IRC standard only allow
a client to be joined to 10 channels simultaneous.

kick <channel> <nick>
-- Kick a user from channel.
ex. /msg AmiBot kick #Amiga Texas

```
killdcc <id>
  -- Kill a DCC-connection. The id can be found with the cmd dcclist.

killuser <user>
  -- Remove a user from the userlist.

mkdir <dir>
  -- Make a directory in the current path.

move [<nick>] <file>
  -- DCC MOVE a file.

  If the key <nick> is present AmiBot will offer the DCC to that user
  instead.

msg <nick/channel> <message>
  -- Send message to a nick or a channel.
  Ex. /msg AmiBot msg Texas Hello!
  Ex. /msg AmiBot msg #Amiga Hello!

nick <nick>
  -- Changes bots nick.

nicklist
  -- Shows all users currently joined on the channels.

op <channel> <nick>
  -- Give op.

part #<channel>
  -- Make the bot part from channel.

passwd <pass>
  -- Lets the user identify himself from a different host than
  that stated in the userlist. This host will show up in the
  userlist when issuing a 'userlist' cmd, but it wont be saved
  to disk when using 'saveusers'

raw <msg>
  -- Sends a message directly to the current server. Note that this cmd
  will allow user to do all operations like op/deop/kick/ban.
  Refer to the IRC RFC for details about talking to the server.

remhost <user> <host>
  -- Remove a host from a userrecord.

rx <script> [arguments]
  -- Executes a arexx script.

saveusers
  -- Saves the current userlist.

seen <nick>
  -- When did <nick> leave the channel ?

send [<nick>] <file>
  -- DCC SEND a file.
```

If the key <nick> is present AmiBot will offer the DCC to that user instead.

```
server <server> [<port>]
  -- Change server.
```

```
setaxx <user> <level>
  -- Change the users accesslevel.
```

```
setpasswd <passwd>
  -- Change current password.
```

```
shutdown
  -- Kill the bot
```

```
time
  -- Show local time, ie. the time on the computer from where the bot
  is running.
```

```
userinfo
  -- Quick info for the user about his record.
```

```
userlist
  -- Show list of users.
```

1.9 Using

Arexx

Allright, now we have a Arexxport! BUT, I am not very good at arexx, actually, I've never used it...of some strange reason.

Well, I haven't given this very much thought, yet, so it might not look and feel very good.

There are currently only one port, not one for each server. The portname is 'AmiBot'. For each new copy amibot in memory the portname will be increased by one, ie. second amibot will be named 'AmiBot.1' (hmmm).

As it is now you execute the script with the cmd 'rx'. AmiBot will then insert a number associated to the server (the index number in the "Server Config") from which the script was executed, before any of your private arguments.

Commands

```
RAW <servernumber>: <Text to be sent to the server>
```

RETURN: 1 if successful, 9 if failure. If failure, an errormessage will be present in RC2.

```
LOCAL <servernumber>: <Text to be sent to controlwindow>
```

This is just a visual command. The bot will take no action.

RETURN: 1 if successful, 9 if failure. If failure, an error message will be present in RC2.

Examples

Arexx script:

----- Cut -----

```
arg Server ' ' Nick ' '
```

```
raw ''Server': PRIVMSG 'Nick' :Hello, How are you ?'
```

----- Cut -----

Executing the following script by issuing the cmd 'rx <script> Texas' to AmiBot will have the result of Amibot sending the private message 'Hello, How are you ?' to the nick 'Texas'.

1.10 Configuration

The Bot configuration

Currently there are three configs:

Main config

Server config

Accesslevel config

Adding users

1.11 Main

This file was added to make it possible to configure certain global variables like what the bot should reply when the user have entered a bad command.

All reply variables supports multiple entries. In case of multiple entries the bot will randomly select one each time it replies.

None of these entries, nor the file itself has to be present.

The default main config file is 'PROGDIR:AmiBot.config'. If you want to use a alternate config use the CONFIG/K commandline option.

Config fileformat

- VERSION:** - What the bot will reply to a CTCP VERSION query.
Supports multiple entries.
- USERINFO:** - What the bot will reply to a CTCP USERINFO query.
Supports multiple entries.
- NOAXXMSG:** - What the bot will reply if the user does not have access enough to execute the command.
Supports multiple entries.
- UNKNOWNCMD:** - What the bot will reply if the user enters a command that does not exist.
Supports multiple entries.
- SEENREMOVE:** - How long time in HOURS that the seen entry will remain in the seen logfile. This is for keeping the logfile from getting big and slow down the actions on it.
If the bot cannot find this entry it will disable the seen feature.

1.12 Server

The default server config file is 'PROGDIR:AmiBot.servers'. If you want to use a alternate config use the SERVERS/K commandline option.

A breif explanation of the server config window!

-
- Enabled - Toggle this switch to tell AmiBot whether to try connecting to it or not.
- Server - IRC Server to connect to.
- Port - Port # on the server to use.
- MaxDCC - Maximum number of dcc sessions.
- DCC Bufsize - Size of the buffer that each dcc session will use for reading/writing data. If you make this buffer to big the bot may be "ping timedout" and killed from the IRC. A buffer of about 10kb usually works good.
- Server Retry - Number of tries to connect to the server, should be >0.
- Nick - The nickname the bot will get on the IRC.
- Login - The username under which the bot will run. Could be anything. Though some servers have the policy to ban clients with a phony username.
- Channel - Channel to join on the IRC
- Owner - The bots owner, will show in the internal help if present
-

- IRC Name - The bots IRC name (!)
- Exit msg - Message the bot will exit with
- Join txt - Text to show a user joining the channel, if no file is specified, no message will be sent upon join
- DCC text - If you want a textfile to be presented to the user when initiating a DCC CHAT, specify it here.
- Channels - Specify the channels you want the bot to join upon connect.

1.13 Accesslevel

The default access config file is 'PROGDIR:AmiBot.access'. If you want to use a alternate config use the ACCESS/K commandline option.

Make sure that there is a accesslevel with the # 100 configured. With all options enabled except ban/kick/ignore. This is for the local commandwindow to work.

Fileformat

- Each new level must begin with this character on a own line.

LEVEL: - Number of the accesslevel.

BYTERATIO: - Example: If set to 5, the user must upload 50kb for every 10kb he can download. If set to 0, this feature is disabled.

FILERATIO: - Like byteratio but for files.

FREEBYTES: - Number of bytes the user may download without affecting the byteratio.

NAME: - Name of the accesslevel

PATH: - This is where you specify which directories users of this accesslevel will have access to. After the dir you should enter a alias for that dir. That is what the user will see when doing a dir/ls on the root. You may have multiple PATH entries.

In the rest of the space for this record you shall enter what commands and features the user of this level will have access to on the bot. These may be entered on a single line separated with a space and/or spread out over several lines.

These are the things that you may enter.

DCCCHAT - Allow DCC CHAT with the bot.

DCCUL - Allow DCC upload.

DCCDL - Allow DCC downloads

| | |
|-----------|-------------------------|
| DCCLIST | - May use this command. |
| KILLDCC | - May use this command. |
| CD | - May use this command. |
| DIR | - May use this command. |
| MKDIR | - May use this command. |
| DELETE | - May use this command. |
| COMMENT | - May use this command. |
| ADDNICK | - May use this command. |
| ADDUSER | - May use this command. |
| KILLUSER | - May use this command. |
| ADDDHOST | - May use this command. |
| REMHOST | - May use this command. |
| SETAXX | - May use this command. |
| USERLIST | - May use this command. |
| GETUSERS | - May use this command. |
| SAVEUSERS | - May use this command. |
| GIVEOP | - May use this command. |
| BAN | - May use this command. |
| KICK | - May use this command. |
| JOIN | - May use this command. |
| PART | - May use this command. |
| NICK | - May use this command. |
| MSG | - May use this command. |
| BOTINFO | - May use this command. |
| SHUTDOWN | - May use this command. |
| HELP | - May use this command. |
| TIME | - May use this command. |
| AXX | - May use this command. |

USERINFO - May use this command.

ACCESSLEVELS - May use this command.

OPJOIN - User will get opped as soon as the bot spots him.

KICKJOIN - User will get kicked as soon as the bot spots him.

BANJOIN - User will get banned as soon as the bot spots him.

IGNORE - The bot will ignore ALL all data coming from the user with this enabled

PASSWD - May use this command.

SETPASSWD - May use this command.

RAW - May use this command.

SERVER - May use this command.

SEEN - May use this command.

RX - May use this command.

NICKLIST - May use this command.

Example:

```
<<<CUT HERE>>>
#
LEVEL: 5
BYTERATIO: 10
FILERATIO: 10
FREEBYTES: 10000
NAME: Opped!
PATH: RAM: Ram:
PATH: DH0:Games/ Games
DCCCHAT DCCUL DCCDL DCCLIST
CD DIR MKDIR COMMENT
USERLIST
BOTINFO SEEN
HELP TIME AXX USERINFO ACCESSLEVELS OPJOIN SETPASSWD PASSWD
<<<CUT HERE>>>
```

1.14 Add

Adding users

The default user file is 'PROGDIR:AmiBot.users'. If you want to use a alternate file use the USERS/K commandline option.

Currently I there isn't any GUI for user administration. The file can however be edited by hand in a text editor.

For first time use you will have to add yourself with a access level that may add users. When this is done you may add other users.

Ex. Your nickname on the IRC is MyNick.
/msg AmiBot addnick MyNick <accesslevel>

Users are matched with help of the amiga wildcard expressions.

Ex. You want to add the user

```
~mramiga@ppp17.gars.america.org
```

this could look like

```
/msg AmiBot adduser *ramiga@*america.org <access>
```

Userfile format

- Each new userrecord should begin with this character.

LEVEL: - Accesslevel of the user.
ULBYTES: - # of bytes uploaded to the bot.
ULFILES: - # of files uploaded to the bot.
DLBYTES: - # of bytes downloaded from the bot.
DLFILES: - # of files downloaded from the bot.
INFO: - Short info about the user.
PASSWORD: - The users password.
ACCOUNT: - The account upon which amibot will recognize this user.
 There may be several ACCOUNT: entries for each user.

Example:

```
-----  
<<<CUT HERE>>>  
#  
LEVEL: 50  
ULBYTES: 16657  
ULFILES: 2  
DLBYTES: 567866  
DLFILES: 7  
INFO: Do you feel lucky today ?  
PASSWORD: NotForYourEyes  
ACCOUNT: *a94jed@*HGS.SE  
ACCOUNT: *exas@*HGS.SE  
ACCOUNT: *exas@*130.238.205.*  
<<<CUT HERE>>>
```

1.15 Future

What will happen to AmiBot?

If you feel like helping me writing a better documentation, please contact me. I hate writing this.

New features that should be added:

A "type" cmd.

SUGGESTIONS !!!!!

Mail me with ideas. I'm runnin out of em...(not really, but...)

1.16 Historical

What has happened ?

0.97

First version released on AmiNet!

Fixed several bugs related with the GUI.

Fixed a bug in the setpasswd cmd.

Fixed problems with the BAN/KICK/NICK cmds.

The cmd NICK changed to BOTNICK. It gave some problems.

Changed the format of the access configfile to ASCII. No convert program available, sorry.

Rewrote the GUI for the main window.

Skipped the GUI for the Accesslevel configuration.

New AmiBot.info and Iconify icon. They're really cute, aren't they ?

Added a new configfile.

Configurable textfile to send when initiating a DCC CHAT.

Fixed "seen" support.

Plenty of bugfixes

Cleaned up the code a bit.

0.96B

Changed userfile format into readable form again. Use the supplied program UserConvert to change your userfile into this new format.

Found a bug in the userlist save routine. Made the userlist crippled.

0.951B

Fixed ban/kick bug. Fixed bug that made AmiBot fail to always op users when joining.

Remember to config accesslevel 100. Read the "Configuration" part.

0.95B

New cmd: server

Finally managed to get the listview in the controlwins to scroll smoothly.

Arexx do not supply a pointer the the server anymore, but rather the index number of the server. This prevents from getting some nasty gurus.

0.94B

An experimental Arexx port has been added. Only the 'raw' cmd is supported yet.

New GUI. Now each server has it's own log/control window in which you can communicate with the bot.

Fixed a little bug in the GUI. Didn't use the system default font but the window default font.

Shows cps in the dcclist and in the log.

0.93B

New cmd: Raw

New commandline options: Scrollsize, PubScreen.
Added some user protection.
New GUI in the "Config Server" and in the main window. The listview for the log is pretty slow. Will fix it, somehow.
Increased channelname limit to the standard 200 chars.
Fixed a bug that made it hard to get more than 1 DCC SEND/MOVE going.
(Very strange that anyone havn't noticed this earlier)
Fixed bug that made AmiBot hang when killing a DCC SEND/MOVE.

0.92β

Changed wildcards to * instead of #?. This might get you some problems.
New cmd: Nicklist
? Rewrote the channel/user handling

0.91β

Format of the AmiBot.Access and AmiBot.Users has changed
New cmds: addhost, remhost, passwd, setpasswd
Support for multiple hosts for users
Support for multiple paths, now accesslevel oriented
Receiving DCC Send/Move might get faster on slow amigas
Improved GUI

0.90β

Bugfixes. The GUI font sensitivity now seems to work.
Added the cmd Botinfo
Added a Ignore feature
Fixed bug that made all users being able to DCC CHAT with the bot, even those not registered.
Found some enforcer hits! Fixed!

0.89β

Too much for me to write here. Some major changes. U'll notice.

0.86β

New commandline switches: CONFIG/K, CONNECT/S
Configurable help
May show a text to a user upon joining a channel

0.85β

New cmd: time, op, kick, ban
ls changed into dir and wildcard compatibility was added
New access levels, -1 and -2
Fixed a nasty bug that made amibot close down if user requested a that didn't existed! Can't believe that I didn't notice this bug.
General bug fixes

0.81β

Bug fixes

0.8β

Got rid of MUI, code got about 3k smaller and AmiBot uses about 250kb less mem ↔
,
incl. MUI, and the GUI is noticable faster. The GUI is font sensitive but ↔
some
features still has to be added.
Last message now shows the 10 last messages

0.72β

Added ability to send dccs to another nick
Fixed bugs

0.7β

Removed bug that made the bot to hang if killing a dcc on a bad occasion
Rewrote parts, made it more stable, I hope :)
Added some more messages for the "Last message" in the mui

0.6β

All DCC stuff are now internal!
Ability to select buffer size for the dccs, the bigger the better...to a ←
certain point :)
New cmds: saveusers, adduser, killuser, setaxx.
Rewrote a couple of functions in asm to make the cpu happier

0.5β

Internal DCC MOVE
GUI Implemented (MUI)
Userdefined shutdown msg.

0.4β

New cmds, mkdir, delete.
No more Excess flood!
Found a nasty bug in the comment cmd.

0.3β

Debugged and enhanced the comment command
Fixed directory compatibility
Tries to reconnect to server if connection is lost.
Debugged the msg command, now it works :)
Fixed a bug that made enforcer hits when closing a dcc.

0.2β

Still hunting bugs and inventing new ones.
