Join a Channel

ou join a channel by selecting 'New Channel' from the File Menu (or using Command-N).   You will be prompted with the window as above which automatically defaults to #hottub.   You may select any channel that is currently active or you may create your own channel by typing in any name proceeded by the pound (#) symbol.   In the newer versions of Homer, you now are not required to enter in the (#) symbol, it will work with or without the pound symbol.   (The password feature has been discussed in the previous chapter.)

bove is an example of what you will see when you join a typical channel.   (You will notice differences with various server versions.   You might see text stating that you have joined the channel, etc.)   Above, the first server message you see is the channel topic.   The second line is a listing of all the users who are currently on the channel.   The '@' proceeding an individuals nickname means that the individual has operator status.   The following garbage is various other users giving me operator status (an example of that friend list ability).

Following that, it might display the mode for the channel.   With this 2.8 server, I do not see any mode

status. The mode represents what channel restrictions are currently in place.   By looking at my Homer switches, I can readily see that the mode for this channel   is +tn (my T & N switches are in the upwards position).   Mode changes will be described later in Op. Status buttons.

here is a small clock in all windows.   It tells you both your local time (military time) according to your Control Panel setting and the running time of how long you've been on a specific channel.   To alternate between times you simply click on the box.   The Session time box is tracked separately for each channel you join.   (It was once reported that Primary had such a dull life that his Session time actually reached 99 hours!!!)