



EGGDROP - CHANNEL MANAGER - ONLINE WEB MANUAL

The online web manual describes the latest /msg and dcc commands available in our EggDrop Channel Manager Robot. Our manual has been specially designed so that users of all levels can get the maximum out of it. Simply click on a command for quick and easy access to uncomplicated descriptions, explicit syntax and practical examples.

Notes about using the manual and general command syntax.

Where pointed brackets are used, you should substitute the text with your own words, leaving the '<' and '>' out.

Any text shown between square brackets can be considered as optional, although useful for some tasks. Again you should leave out the '[' and '']'

We suggest you either save, print or bookmark this page for future reference. New commands and command updates are applied to the EggDrop Channel Manager on a regular basis. The online web manual is usually the first to be updated.

Alternatively, you may want to download one of the nicer looking, printable and also navigable versions of the manual.



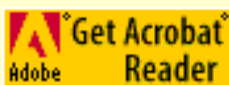
ADOBE ACROBAT PDF FORMAT (156kB)

(Recommended version. Last updated 13/05/2000)



MICROSOFT WORD FORMAT (299kB)

(Compressed, self-extracting exe file. Last updated 1/1/2000)



(Get the latest Adobe Acrobat Reader.)

Existing bot owners will receive a NOTE when updates to manual files are made. See the HANDBOOK command for more details on how to obtain the manuals from the bot on demand.

COMMANDS ISSUED BY MESSAGING THE PROGRAM

Example: /msg BotNick <command>

REGISTERED USERS

BIRTHDAYEMAILHANDBOOKIDENTINFONOTESPASSSEENURLWHOWHOIS**COMMANDS AVAILABLE TO OPERATORS**+BAN-BANOP**COMMANDS AVAILABLE TO MASTERS**JUMP**COMMANDS AVAILABLE TO OWNERS**DIE

COMMANDS ISSUED INSIDE THE PARTY LINE

Example: .<command>

COMMANDS AVAILABLE TO OPERATORSACTADDLOGAWAYBACK+BAN-BANBANSBIRTHDAYCHANINFOCHANNELCHATCONSOLEDEOPECHOEMAILINFOKICKMATCHMSGNEWPASSNICKNOTENOTESOPQUITRECORDRESETBANSSAYSEENSERVERSSTICKSTRIPTOPICUNSTICKURLWHOWHOISWHOM

COMMANDS AVAILABLE TO MASTERS

<u>ADDUSER</u>	<u>BANNER</u>	<u>BOOT</u>	<u>CHATTR</u>
<u>CHBIRTHDAY</u>	<u>CHEMAIL</u>	<u>CHINFO</u>	<u>CHNICK</u>
<u>CHPASS</u>	<u>+CHREC</u>	<u>-CHREC</u>	<u>CHURL</u>
<u>COMMENT</u>	<u>+HOST</u>	<u>-HOST</u>	<u>+IGNORE</u>
<u>-IGNORE</u>	<u>IGNORES</u>	<u>JUMP</u>	<u>RELOAD</u>
<u>RESTART</u>	<u>SAVE</u>	<u>STATUS</u>	<u>+USER</u>
	<u>-USER</u>		

COMMANDS AVAILABLE TO OWNERS

<u>BOTNET</u>	<u>+CHAN</u>	<u>-CHAN</u>	<u>DIE</u>
<u>GREET</u>	<u>LOGS</u>	<u>REGISTER</u>	<u>REHELP</u>
<u>+SERVER</u>	<u>-SERVER</u>	<u>SUPPORT</u>	<u>UPGRADE</u>

+ BAN

Gets the Bot to a place Permanent or Temporary Ban against a nick and kick them from the Channel. The reason given is 'Requested' and the user does not know who requested the Ban. Bans can be placed on a specific Channel or Globally. You must be an Op on the Ban Channel or a Global Op to place Global Bans. You cannot ban other Operators.

For Temporary Bans:-

The Nick must be on a Channel, and the Bot will automatically construct the ban mask for you. The Lifetime is optional and defaults to 5 minutes if omitted. The ban is automatically lifted after the lifetime expires.

```
/msg BotNick +ban <password> <nick> <#chan OR global> <time in mins>
```

time is optional - defaults to 5 minutes if omitted.

Example:-

```
/msg BotNick +ban myword Peter global 10
```

For Permanent Bans:-

`/msg BotNick +ban <password> <!*userid@*.domain> <#chan OR global>`

Example:-

`/msg BotNick +ban myword *!*user@*.demon.co.uk #chatroom`

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-BAN

Gets the Bot to remove a Permanent or Temporary Ban in the Bots Ban List. You must use the exact mask shown in the ban list. Ops should use '.bans all' in the party line to check the Ban List. You must be an Op on the appropriate Channel or a Global Op to remove a Global Ban

Usage:-

`/msg BotName -BAN <password> <full ban mask> <#chan OR global>`

Example:-

`/msg BotName -BAN myword *!*user@*.demon.co.uk #chatroom`

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BIRTHDAY

This adds, amends or deletes your birthday in the bots user list and displays it to other users on a WHOIS. You need not put in the year ;)

To add or amend your Birthday:-

`/msg BotName BIRTHDAY <password> <date....>`

To view your current setting:-

`/msg BotName BIRTHDAY <password>`

To delete your Birthday:-

`/msg BotName BIRTHDAY <password> none`

Example:-

`/msg BotName BIRTHDAY myword 22nd August`

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DIE

Terminates the Bots Process in entirety. The process will restart automatically within 15 minutes.

Usage:-

/msg BotName DIE <password>

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EMAIL

This adds, amends or deletes your email address in the bots user list and displays it to other users on a [WHOIS](#).

To add or amend your Email:-

/msg BotName EMAIL <password> <address....>

To view your current setting:-

/msg BotName EMAIL <password>

To delete your Email:-

/msg BotName EMAIL <password> none

Example:-

/msg BotName EMAIL myword peter@hotmail.com

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HANDBOOK

This gets the Bot to DCC you a copy of its Handbook, covering help and examples of all the Bot's user commands.

The HANDBOOK is available in Microsoft Word or Adobe Acrobat PDF format.

Usage:-

/msg BotName HANDBOOK <password> <word OR pdf>

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IDENT

This will let the Bot recognise you from a new internet address. You must include the original nickname that you are registered under.

Usage:-

`/msg BotName IDENT <password> <Original Nick>`

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INFO

This sets an Info Line which will be announced by the Bot every time you join one of the Bot's Channels. Masters can bar this command for a specified user if it is abused.

To set your INFO:-

`/msg BotName INFO <password> <line...>`

To view your current INFO:-

`/msg BotName INFO <password>`

To delete your INFO:-

`/msg BotName INFO <password> none`

Example:-

`/msg BotName INFO myword Peter is 31 and single`

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JUMP

This makes the Bot jump to the next server on the Bots Server List. New Servers can only be added by Owners. This process causes the Bot to leave all channels, so be sure you retain Op status.

Usage:-

`/msg BotName JUMP <password>`

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NOTES

The NOTES system allows you to leave notes with the Bot for other users, and the Bot will pass the Note onto that user when they next join one of the Channel. All Notes are password protected and can only be retrieved by the Recipient. The recipient must be registered with the Bot.

To write a Note to someone:-

```
/msg BotName NOTES <password> to <recipient> <message..>
```

To read Notes left for you:-

```
/msg BotName NOTES <password> read
```

To erase your Notes:-

```
/msg BotName NOTES <password> erase
```

Example:-

```
/msg BotName NOTES myword to Neil Just to say Hi
```

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OP

This gets the Bot to Op you on any channel that you are listed as an Operator, or on all Channels if you are a Global Operator.

Usage:-

```
/msg BotName OP <password> <#channel OR global>
```

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PASS

This sets your password on your User Record or changes an existing password. It is important to set and remember your password, as all Commands in this version require a Password. Passwords must be at least 6 characters long .If you forget your password, contact the Owner or a Master and they will reset it for you.

To set your password for the first time:-

```
/msg BotName PASS <password>
```

To change an existing password:-

`/msg BotName PASS <old password> <new password>`

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SEEN

This gets the Bot to report to you the time and date that another registered user was last seen on any of the Bots Channels.

Usage:-

`/msg BotName SEEN <password> <nick>`

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URL

This adds, amends or deletes your url address in the bots user list and displays it to other users on a [WHOIS](#).

To add or amend your URL:-

`/msg BotName URL <password> <address....>`

To view your current setting:-

`/msg BotName URL <password>`

To delete your URL:-

`/msg BotName URL <password> none`

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WHO

This displays a list of all the users currently on any of the Bots Channels.

Usage:-

`/msg BotName WHO <password> <#channel>`

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WHOIS

This displays information about other Users on the Bot's User List, including their Status in the Bot, and email address, url and birthday if they have set them.

Usage:-

`/msg BotName WHOIS <password> <nick>`

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ACT

Writes an action to a Channel as if the Bot had typed /me. If the channel name is not included the action will be sent to your Console channel.

Usage:-

`.ACT [#channel] <action text...>`

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ADDLOG

Writes a comment to the Bot's log file. Owners can then review this with your comment in the event of any confusing activity.

Usage:-

`.ADDLOG <text...>`

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ADDUSER

This is the simplest way to create a new record in the Bot's User List. For the Bot will construct the hostmask for you from the User's Nickname, but to do this, the User must be on one of the Bot's Channels at the time. If they are not online then use `+USER` instead. The user is notified that they have been added to the List. Their current nick is used as the Handle. To add flags, use [CHATTR](#). To add channel records, use [+CHREC](#).

Usage:-

.ADDUSER <nick>

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AWAY

Marks you as away in the party line. Your away message will be displayed to others on a WHO listing. To delete your away message, use BACK or say anything on the party line.

Usage:-

.AWAY <message.. OR omit to delete>

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BACK

Deletes a previous AWAY message.

Usage:-

.BACK

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+ BAN

This is a new Command for placing Permanent and timed Temporary Bans to the Bot's Internal Ban List. Once the Ban is placed, the Bot will kick that user off of the banned Channel. The reason given is 'requested' and the user will not know who issued the command. Bans can be placed on a specific Channel or Globally, but you must be an Operator on the banning Channel or a Global Op to place Global bans. The Bot will not ban another Operator.

For Temporary Bans:-

The user must be on one of the Bot's Channels and the Bot will construct the ban mask for you automatically. The ban lifetime is the number of minutes before the ban is automatically removed by the Bot. Lifetime is optional and defaults to 5 minutes if omitted.

Usage:-

+.BAN <nick> <#chan OR global> <life>

For Permanent Bans:-

Permanent bans require you to construct the ban mask yourself and the User does not have to be on any of the Channel. The best format for bans is to use the userid and domain, and wildcard the Nick and the hostname in the form of `*!userid@*.domain.co.uk` Permanent Bans remain in force until lifted with -BAN.

Usage:-

`.+BAN < *!userid@*.domain> < #chan OR global>`

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-BAN

Removes an existing Permanent or Temporary Ban from the Bot's Ban List. You must be an Operator on the appropriate Channel or a Global Operator to remove Global Bans. You must use the exact ban mask shown in the original ban. To view the existing Bans, use BANS ALL.

Usage:-

`.-BAN < full ban mask> < #chan OR global>`

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BANNER

Displays a global message to everyone currently using the party line. Useful for announcing that the bot is about to be restarted.

Usage:-

`.BANNER < text.....>`

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BANS

Displays the current Bans in the Bot's Ban List for a Channel or all Bans.

Usage:-

`.BANS < #channel OR all>`

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BIRTHDAY

Adds, amends or deletes your Birthday setting in the Bots User List. This setting can be viewed by other users on a [WHOIS](#).

To add or amend your Birthday:-

`.BIRTHDAY <birthday...>`

To view your current setting:-

`.BIRTHDAY`

To delete your Birthday:-

`.BIRTHDAY none`

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BOOT

Kicks a nick from the Party Line

Usage:-

`.BOOT <nick>`

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BOTNET

Connects your Bot to the vwe internet Bot NetWork and links your partyline to all our other Bots

Usage:-

`.BOTNET <on OR off>`

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+ CHAN

Adds a Channel to the fixed Channel File and makes the Bot join and commence managing that Channel. You can only run 3 Channels at any one time.
To join a 4th Channel use -CHAN to remove an existing one.

Usage:-

.+CHAN < #channelname>

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-CHAN

Removes a Channel from the fixed Channel File and makes the Bot leave that Channel.
Removing a Channel will delete all the Channel specific records in the Bot.

Usage:-

.-CHAN < #channelname>

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CHANINFO

Displays all internal setting for a Channel.

Usage:-

.CHANINFO < #channel>

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CHANNEL

Displays users currently on a Channel.

Usage:-

.CHANNEL < #channel>

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CHAT

Changes your Chat channel within the Party Line. When you join the Party Line, you are placed on Chat channel 0, but you can move to a private chat area where only those who join that area will see your dialogue. The available channels are 1 - 99999.

Usage:-

`.CHAT <Chat Channel Number>`

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CHATTR

Adds or removes Flags to and from a User's existing Global or Channel Record. Use [ADDUSER](#) or [+USER](#) to create the record and [+CHREC](#) to create a Channel specific record. You must be a Master on the appropriate Channel or a Global Master to make Global changes.

The Available Flags are:-

- f - Friend who cannot be banned
- o - Operator
- p - Access to Party Line
- m - Master

Usage:-

`.CHATTR <handle> <#chan OR global> <+/-flag>`

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CHBIRTHDAY

Adds, amends or deletes the Birthday setting in another user's Record in the Bot's User List

To add or amend a Birthday:-

`.CHBIRTHDAY <handle> <birthday..>`

To view the current setting:-

`.CHBIRTHDAY <handle>`

To delete a Birthday:-

`.CHBIRTHDAY <handle> none`

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CHEMAIL

Adds, amends or deletes the Email address setting in another user's Record in the Bot's User List.

To add or amend an Email Address:-

.CHEMAIL <handle> <address..>

To view the current setting:-

.CHEMAIL <handle>

To delete an Email Address:-

.CHEMAIL <handle> none

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CHINFO

Adds, amends, deletes or bars the INFO Line in another user's Record in the Bot's User List. All INFO lines are Global.

To add or amend an Info Line:-

.CHINFO <handle> <line..>

To view the current setting:-

.CHINFO <handle>

To delete an Info Line:-

.CHINFO <handle> none

To bar an Info Line:-

.CHINFO <handle> @

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CHNICK

Changes a Handle for an existing User on the Bot's User List.

Usage:-

.CHNICK <old handle> <new handle>

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CHPASS

Changes or clears a Password for an existing User on the Bot's User List. Passwords must be 6 characters or more in length.

To change a Password:-

.CHPASS <handle> <new password>

To clear a Password:-

.CHPASS <handle>

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+ CHREC

Adds a Channel specific record to an existing User on the Bot's User List. Use [ADDUSER](#) or [+HOST](#) first, if no record exists. Channel Records can only be added for the Channels that the Bot is currently managing.

Usage:-

+.CHREC <handle> <#channel>

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-CHREC

Deletes a Channel specific record for an existing User on the Bot's User List. The Global record is unaffected. Use [-USER](#) to delete the entire record.

Usage:-

-.CHREC <handle> <#channel>

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CHURL

Adds, amends or deletes the URL setting in another user's Record in the Bot's User List.

To add or amend a URL:-

.CHURL <handle> <URL..>

To view the current setting:-

.CHURL <handle>

To delete a URL:-

.CHURL <handle> none

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COMMENT

Adds a Comment to a User's Record that can only be viewed by Masters and Owners.

Usage:-

.COMMENT <handle> <comment..>

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CONSOLE

Your Console controls what you see inside the Party Line. If you are NOT a Global Operator or Master, you should set your Console to the Channel where you are an Op or a Master. Party Line commands which require a #channel name will then be automatically directed to that Channel.

The following Mode Flags are available:-

- m - display private msgs/ctcps to the bot
- p - display public talk and ctcps
- k - display kicks/bans/mode changes
- j - display joins/parts/nick changes/quits
- s - display server messages
- w - display msgs between IRCops
- c - display user commands (dcc and msg)

Usage:-

.CONSOLE <#chan> <+ OR - flags>

Masters can changes other Users Consoles:-

.CONSOLE <handle> <#chan> <+ OR - flags>

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DEOP

Makes the Bot Deop a User. If the Channel is omitted, the Bot will deop that user on whatever Channel they are Opped.

Usage:-

.DEOP <handle> [#channel]

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DIE

Terminates the entire Bot process and makes the Bot leave IRC and all its Channels. The process will restart automatically within 15 minutes, and the Bot will return to the first Server on its Server List.

Usage:-

.DIE

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ECHO

Turns text echoing on and off inside the Party Line. It is much better with this setting permanently off.

Usage:-

.ECHO <on OR off>

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EMAIL

Adds, amends or deletes your Email Address in the Bots User List. This setting can be viewed by other users on a WHOIS.

To add or amend your Email:-

.EMAIL < address...>

To view your current setting:-

.EMAIL

To delete your Email:-

.EMAIL none

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GREET

Adds a Greeting that is issued on a notice to each user whenever they join any of the Bot's channels. Greetings are only issued if Greeting Text is set. There are two separate Greetings, one for joiners that are not registered in the UserList and one for Users who are registered.

If REGISTER is set to ON, an additional greeting to non-registered users is automatically inserted to explain how to register and use ADDME. The non-registered greeting set by GREET should only be used for additional information. Greeting text is limited to 250 characters including white spaces, and will be truncated if you exceed that limit.

To add or amend a greeting for non-registered users:-

.GREET -reg <greeting text...>

To add or amend a greeting for registered users:-

.GREET +reg <greeting text...>

To view the current greeting setting:-

.GREET < -reg OR +reg>

To delete a greeting:-

.GREET < -reg OR +reg> none

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+ HOST

Adds an additional IRC Address to an existing User. Use ADDUSER or +USER first if the User does not already exist. The address must be constructed by you and the following format is recommended, using their Userid and Domain, and wildcarding out their Nick and Hostname:-

Format:-

!userid@.domain.co.uk

Usage:-

.+HOST <handle> <!*userid@*.domain>

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-HOST

Removes an IRC Address from an existing User Record. The exact address on the existing record must be used. Use MATCH to view the record.

Usage:-

.-HOST <handle> <exact hostmask>

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+ IGNORE

Adds an address to the Bot's Ignore List so that the Bot will not accept any Server messages or Text from that User. The Bot will execute this command by itself if it believes it is being flooded by that user. You must construct the hostmask yourself and the following format is recommended, using their Userid and Domain, and wildcarding out their Nick and Hostname:-

Format:-

!userid@.domain.co.uk

Usage:-

.+IGNORE <hostmask>

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-IGNORE

Removes an Ignore from the Bot's Ignore List. You can either use the exact Host Mask shown in the Ignore List or the Ignore Number shown in the Ignore List. Use IGNORES to view the List.

Usage:-

`.-IGNORE <hostmask OR ignore number>`

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IGNORES

Displays all the Ignores in the Bot's current Ignore List.

Usage:-

`.IGNORES`

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INFO

Adds, amends or deletes your own Info Line in the Bot's User List. This line is displayed to other users each time you join any of the Bot's Channels. All Info Lines are Global.

To add or amend your Info Line:-

`.INFO <line...>`

To view your current setting:-

`.INFO`

To delete your Info Line:-

`.INFO none`

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JUMP

Makes the Bot move to the next server on the Bots Server List. Note, new servers

cannot be added with JUMP, use +SERVER instead.

Usage:-

.JUMP

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KICK

Kicks a User from a Channel.

Usage:-

.KICK < #channel> < nick>

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LOGS

Gets the Bot to DCC you the up to date transaction logs for the current and previous days. The logs only show commands, parts, joins and quits. No chat is recorded. You must be on one of the Bot's channel to receive the DCC and must give the Nick you are using.

Usage:-

.LOGS <your nick on a channel>

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MATCH

Displays the Bot's User List in entirety or selectively according to the attributes entered. If more than 20 records appear on that match, then the Bot will only display the first 20. To see records after that, you must enter the starting number (for example 21)

To display all records:-

.MATCH * [start number OR omit for 0]

To selectively list by Handle, Address or Flags:-

.MATCH <handle OR address OR flags> [start]

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MSG

Makes the Bot message another User as if the Bot has typed /msg user.

Usage:-

`.MSG <nick> <message..>`

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NEWPASS

Changes your own password on the Bot's User List.

Usage:-

`.NEWPASS <new password>`

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NICK

Changes your own Handle on the Bot's User List.

Usage:-

`.NICK <new handle>`

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NOTE

Writes a Note to another User on the Bot's User List. If the User is on any of the Bot's Channels or in the Party Line, the Bot will immediately pass on the Note. If not, it will be stored and the Bot will notify that User next time they join any of the Channels.

Usage:-

`.NOTE <recipient> <message..>`

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NOTES

Reads and deletes Notes sent to you by other Users. If you have Notes waiting for you, the Bot will notify you when you join any of its Channels or the Party Line.

To read your Notes: -

.NOTES read

To erase you Notes: -

.NOTES erase

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OP

Gets the Bot to pass Operator status to another Nick or yourself on a Channel.

Usage:-

.OP <nick> <#channel>

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QUIT

Disconnects you from the Party Line.

Usage:-

.QUIT

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RECORD

Displays Information about a specific User on the Bot's User List. Similar to [MATCH](#) but simpler and neater :)

Usage:-

.RECORD <handle>

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REGISTER

Sets whether unregistered users can use ADDME to register themselves onto the Bot's user list. If you set this to ON, all non-registered users are automatically advised, via a Notice, on how to register and use the ADDME command. You do not need to set an additional greeting with [GREET](#) unless you want to provide extra channel information.

The default for REGISTER is OFF

Useage:-

.REGISTER <on OR off>

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REHELP

Updates all the Bot's Help File and reloads them into its memory. This is an important process if the Bot is upgraded by Bot Admin.

Usage:-

.REHELP

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RELOAD

The Bot's User List is saved and written to its Files every hour unless you manually save the File with SAVE. If you get in a muddle with User amendments and want to discard them all since the last automatic SAVE, then use reload, and the previously saved file will replace every thing in the Bot's memory.

Usage:-

.RELOAD

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RESETBANS

This resets the Channel Ban Window in your current Console Channel. Any Bans in the Channel Ban Window that are not in the Bot's Ban List will be removed from the Channel Window, and visa versa. The Bot should take care of this automatically for you.

Usage:-

`.RESETBANS`

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RESTART

This restarts the Bot. It will leave all its Channels and immediately rejoin after reloading all its Files into memory. This process clears all muddles the Bot may have got into and resets everything. Be mindful that the Bot will lose Ops in this process and you should be there to re op it.

Usage:-

`.RESTART`

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SAVE

Writes the Bot's User List to its File. This process happens automatically every hour or before the Bot is terminated with [DIE](#) or restarted with [RESTART](#).

Usage:-

`.SAVE`

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SAY

Make the Bot speak on the Channel.

Usage:-

`.SAY <message..>`

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SEEN

Displays the Date and Time when a User was last on any of the Bot's Channel or in the Party Line.

Usage:-

`.SEEN <nick>`

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+ SERVER

Adds a new IRC Server to the Bot's Server File. The server name must be in one string separated by . and must include a Port number. You will find the available Ports on the server Message of the Day.

It is an implied term of vwe internet that this Bot is only placed on servers which do not prohibit Bots. You are therefore advised to check each server's terms in their Message of the Day.

Usage:-

`+.SERVER <servername:portnumber>`

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-SERVER

Removes a server from the Bot's Server File. You must include the exact server name and port number which is shown on the List. To view the List use [SERVERS](#).

When your Bot is first launched by vwe internet, it is placed on our own IRC Server irc.vwe.net:6667 If you do not wish to use this Server, you should delete it after adding you own Servers.

If you remove all the servers on the Server List, the Bot will automatically add irc.vwe.net:6667 and 'park' itself there. You can retrieve your Bot by joining that Server and jumping it to another of your choice.

Usage:-

`.-SERVER <servername:portnumber>`

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SERVERS

Displays all the servers on the Bot's Server List, and shows the currently connected server.

Usage:-

`.SERVERS`

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STATUS

Reports the general status of the Bot

Usage:-

`.STATUS`

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STICK

When a Permanent Ban is placed in the Bot's Ban List with +BAN, the Ban remains in force indefinitely but will be removed from the Channel Ban Window after 2 hours. If the banned user returns after that time. The Bot will re-instate the ban into the Channel Window for another 2 hours and kick the user.

If you want the ban to stay permanently in the Channel Window, you must use **STICK** after placing the Ban with +BAN. Remember that IRC protocol only allows 20 bans in the Channel Window, and once that is exceeded the Bot will be unable to execute bans. Use UNSTICK to reverse **STICK**. Use BANS ALL to locate the Ban Number.

Usage:-

`.STICK <ban number>`

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STRIP

Enables you to remove embedded codes from text that you see in the party line. To strip them, you must set that mode or modes to a + value:-

The following Mode Flags are available:-

- b - remove all boldface codes
- c - remove all color codes
- r - remove all reverse video codes
- u - remove all underline codes
- a - remove all ansi codes
- g - remove all ctrl-g (bell) codes

Usage:-

`.STRIP <+ OR - modes>`

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SUPPORT

Displays support information for vwe internet's Bot Admin.

Usage:-

`.SUPPORT`

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TOPIC

Gets the Bot to Change the Channel Topic.

To Display to current Topic:-

`.TOPIC`

To change the Topic:-

`.TOPIC <topic..>`

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UNSTICK

Reverses a previously placed STICK command on an existing Ban. For more information see STICK. Use BANS ALL to view ban numbers.

Usage:-

.UNSTICK <ban number>

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UPGRADE

Your Bot will be constantly Upgraded and you can participate in that process. When an upgrade occurs, it is automatic and does not interrupt your service. If you are in the Party Line when it happens, you will see a Log Notice, if not, an automatic NOTE will be left for you. You should then use UPGRADE and that will display precise details of all the changes and any action you need to take.

Usage:-

.UPGRADE

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URL

Adds, amends or deletes your URL Address in the Bots User List. This setting can be viewed by other users on a WHOIS.

To add or amend your URL:-

.URL <address...>

To view your current setting:-

.URL

To delete your URL:-

.URL none

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+ USER

Adds a New User to the Bot's User File in the event that the User is not currently on any of the Bot's Channels. It's much easier to use ADDUSER if they are on a Channel. +USER requires you to construct the hostmask for the User's Internet Address yourself (ADDUSER does it for you) The best format is to use the User's userid and domain, and wildcard out their Nick and HostName: -

Format:-

!userid@.domain.co.uk

Usage:-

.+USER <handle> <!*userid@*.domain>

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- USER

Deletes a User's Record in entirety from the Bot's User List.

Usage:-

.-USER <handle>

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WHO

Displays a list of Users currently connected to the Bot's Party Line.

Usage:-

.WHO

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WHOIS

Displays information about a User on the Bot's User List.

Usage:-

.WHOIS <handle>

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WHOM

Displays a list of Users connected to the current CHAT channel of the Bot's Party Line.
See [CHAT](#) for more help on individual [CHAT](#) areas.

Usage:-

.WHOM

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