

Authscript Manual



By: X-Ray_Dog

Everything you need to know about running Authscript including details on certain features and full command abilities.

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Introduction

Authscript is a Visual Basic script built for the Icechat7 IRC client. This is not a networking script and cannot be used as a stand-alone script. This is a script that is meant to be run alongside ChanServ (Gamesurge's Network Bot) as a plug-in that allows users more power over their channel in a more simplified way. The script is open source and recommends that users customize for whatever they want but alone, the script will run flawlessly when the requirements are met. Some features of this script are Half-Op which is not supported on GameSurge but that functionality is given with this script as the Moderator user level, offline messaging or the ability to send messages to your channel users even if they are not even on the network meaning they will be able to get them securely when they rejoin, spam feature which will monitor your channel and kick spammers from your channel which is fully customizable, every command works via Private Message (PM) for secure channel changes, and so many more features! This script alone has over 50 built in commands in which many of those commands can take arguments allowing you to customize your channel to its full potential. This script also takes measures of making sure that spammers cannot flood your bot out of the network readily. Now this script is cool enough for your channel, but it can also be run across multiple channels from one bot! All channels keep their separate settings and users and information will never be mixed up. One thing you will notice is that users must register with the bot before they can use it. This is completed in one command and one step just so you can better keep track of your users and alter their permissions. One thing though, if you decide to use this script, it is strongly recommended that you not use ChanServ's user list for opping or voicing users as this script will run its own user list (For permanent 24/7 bots).

Installation

Requirements:

- Windows XP or later
- [IceChat 7](#)
- Computer Administrator Permissions
- [GameSurge Account](#) with [Autofake](#) enabled and in use (/umode +x)

Installation is a simple process but doing it right matters! In fact the quick notes are enough to get you off and running in minutes. They may have been enough for installation but if you are having problems, then let's go through a step by step process:

1. Download the script from <http://xrd.graphox.us/authscript/> by copying the Authscript page and pasting/saving it to a .txt file. It is suggested that you save it to a .txt file, name it as authscript.txt and place it into your My Documents folder as a safe backup should you need to quick reinstall.
2. With your backup file still open, select and copy all of the text from your backup, then open Icechat. Go to your scripts editor (CTRL + S or Options – Icechat Editor) and a window should pop up. Go to the scripts tab. Paste in your text. Click save and a window should pop up asking you where to save it and what to name it. Do not change the location of the default save location! Also, you must name it “authscript” without the quotes or you will lose certain DCC functionality. Change the file type to .ice and hit save. You may now exit the editor.
3. Now that your bot is set up, we need to set up your channel and tell the bot that you are the channel owner. Tell your bot to join a channel you want to use as your main channel and add it to auto join (Right click the channel name from the top bar and click Add to Autojoin). With another client or using Icechat profiles, connect to irc.gamesurge.net and join your bot. ChanServ must be present and you must be the owner of the channel. Give the bot a clvl of at least 400 (!adduser Nickname 400, Nickname being the name of your bot) and give it OP status. Type &Newchan and if you set everything up right, a quick tutorial will begin to play. Follow its instruction and you are then ready to begin!

User Levels

Overall, there are 6 user levels and two sub user levels. The 6 main user levels are known as: Unregistered, Registered, Moderator, Admin, Protected, Bot Owner. The sub user levels are known as Restricted Admin and Suspended. Below you will see a list of commands each level can perform using the default tool (&Tool). User levels are accumulative meaning as you get a higher level, you can perform your ranked commands and all lower ranked commands. This means for example that an admin can perform all restrict admin commands, moderator commands and even lower.

Unregistered/Suspended: &Register, &Chaninfo, &Help, &Botinfo

-As an unregistered user, you are severely limited to bot operations but can still view full help (&Help) information.

Registered: &Up, &Down, &Me, &User, &Setinfo, &Update, &Note, &Chaninfo, &Seen, &Help, &Unregister, &Snuggle, &Message, &Users

-As a registered user, you are recognized by the bot as someone who uses the channel and can thus gain information about the channel and its users.

Moderator: &Voice, &Devoice, &Kick, &Ban, &Unban, &Undoban, &Topic, &Trefresh, &Greet, &Fix, &Sync

-Moderators are the Half-Op rank and can perform basic channel and user maintenance without the need of channel OP power. However op can also be granted to moderators by the &Setop command.

Restrict Admin: &Op, &Deop, &Clearinfo, &Infolock, &Spam

-A restricted admin is like an admin but without the power to alter other users.

Admin: &Deluser, &Moderate, &Demoderate, &Suspend, &Unsuspend

-A channel admin can do a good deal of channel control and alterations as well as a lot of restrictions come off as opposed to being a moderator.

Protected: &Admin, &Deadmin, &Dtopic, &Setop, &Registration, &Addban, &Delban, &Restrict, &Unrestrict, &Move, &Flip, &Userlist, &Allowpm

-A protected rank is what defines a user as the channel owner. There may only be one assigned channel owner at a time so only one user can have the protected rank at once. Protect literally means that commands such as &Kick that are used against you will not work.

Bot Owner: &Override (Via PM), &Newchan <User>, &Tool

-Bot owner is just that and can perform all commands listed above and will be the only user to perform the above three commands for the rank. Only one person may have this rank at a time and is the person whom set the password during setup. Bot owner also has the ability to use &Override as a PM (Private Message) command allowing the bot owner to take control of any channel at any time as well as get full channel information not readily available to others.

Commands

Authscript comes packed with over 50 commands and many more sub commands. Sub commands are arguments that can be used with regular commands to set specific preferences of a command. Authscript instead of using a CIVI system like ChanServ uses a category system known as user levels for this script. Each user level gets a specific set of commands described earlier in this manual based on what category you place them into. Let's go over the basic channel commands most users will see on a daily basis.

a. Channel

The following will go over basic commands (Not all) ranging from the unregistered permission to the admin permission.

&Ban: This is the limited command for banning people in that whom you ban must be present in the channel. This is the same as /Ban Nickname.

&Chaninfo: This will display a list of channel settings currently set, your full topic and your greet setting/message.

&Clearinfo: If someone has set an info message (&Setinfo) and you don't like what they put, you can clear that user's Info Message. The next time they join, they will be notified of your action and begin to see your channel's &Greet message if you have one set.

&Deluser: This allows you to remove a user from your channel user list and removes their privileges from using your bot until they reregister. Typing &Deluser Nickname, Nickname being the name of the person whom you want to delete will notice back to you that user's host. If you already know the host, or if you now know it then you must type &Deluser Host, Host being the info the bot just told you and they will then be deleted from the user list. You cannot delete profiles by nickname as a precaution that no one has changed their name to someone else's to mess with you (See &Update).

&Fix and &Sync: These commands are so similar that they can be combined in this manual. Typing `&Fix Nickname`, Nickname being the user you wish to “fix” will set that user to their appropriate channel settings. This is good for when a person loses op or voice and they are to have op or voice, you can use `&Fix` to put them back to the settings they should be at. Typing `&Sync` however is channel wide and will fix any and all users whom are not at their right settings.

&Greet: This sets a greet message for your channel. When users join your channel, this will be sent to them in the form of a notice. If a user joins whom has a `&Setinfo` line set, then their `&Setinfo` line will display and they will not see the `&Greet` message. To disable `&Greet`, type `&Greet Off`. Typing `&Greet` and nothing afterwards will set a default greet message.

&Help: When this command is activated alone, it will display a list of commands you can use for your current channel level. As well, if you type `&Help` followed by the name of a command, it will display information about that command as well as how to use it. For example, typing `&Help Kick` will display how to use the kick command and what it does. For bot owners: If you type `&Help Override`, you will get about three lines of complicated info unless you type `&Help Override Simple`.

&Infolock: Another setting to Half-Op (`&Moderate`) that when declared, will make it so moderators may not change the channel’s topic or greet message. To allow them to be able to edit these settings, simply say `&Infolock` in your channel and it will notice back the result.

&Me: This will echo back your channel registration information and your `&Note` if you have one set. This is the only way to retrieve any saved `&Note` information. Your `&Setinfo` message will also display if you have one with your channel level.

&Note: Like a reminder, this will display when set each time you join the channel you set it on and whenever you type `&Me`. Simply typing `&Note` will clear what you have recorded. Only you can retrieve or alter the note you have set.

&Op: This is a multifunctional command and can take arguments. Using this alone will grant temporary Op status to a user you specify. If you can currently claim Op status in a channel, then you can set whether or not you claim it automatically when you join said channel. Usage is “&Op on” or “&Op off”. If conveniently you have a user whose current IRC name is literally either “on” or “off”, then the command will give them Op status instead of setting your auto op preference. However performing this command via PM will set your auto op preference before it ops a user named either “on” or “off” as a work around.

&Seen: You can retrieve information as to when a user last joined your channel by typing &Seen Nickname, nickname being whom you want to know info about. This only works on registered users.

&Setinfo: Allows you to set a message for yourself that will display when you join the channel you set it on. For example, declaring “&Setinfo Hello world” will echo back “Hello world” confirming your message has been set. Next time you join the channel, everyone will see “**Nickname:** Hello world”, Nickname being your name. To clear your info message, simply type “&Setinfo” and from now on the channel &Greet message will be noticed to you. If you don’t want to get any notifications at all, you can type “&Setinfo Off”.

&Suspend: Use this to suspend a user’s account in your channel. This is like &Deluser but instead the user’s profile information remains untouched in which you can reinstate a user’s power at any time. The user you use this command on will be counted as an unregistered user but will be denied to re-register until you unfreeze or delete their account completely.

&Topic: This sets the second part of your topic. For instance if your &Dtopic is set to “Welcome to my channel! ||” and you type “&Topic Enjoy my new bot”, then your topic will turn to “Welcome to my channel! || Enjoy my new bot”.

&Up: If you are in your channel and you remove op or voice from yourself, or if anyone removes it from you, you can type &Up to regain your channel power.

&Update: When you register with a channel, your current nickname is recorded and put on file for reference. This is so that when you are not in chat and someone wishes to get your profile information for example, then they can type `&User Nickname`, Nickname being your name and it will pull your profile information based on your name. If you want to change your profile name, simply change to the nickname you want to be known as and type `&Update`. Once you change your name, anyone else can take your old name but never can one nickname be used twice.

&User: Allows you to get the profile information of other users. Just like `&Me`, you see their `&Setinfo` line and their channel level but you cannot see their note message if they have one.

&Users: Allows you to get the userlist of your channel. Depending on bot settings, you may receive the list by either DCC download or in chat.

b. Administration

For channel owners only. Commands that have a * are bot owner only commands. Not all commands are listed below.

&Addban: The difference between this command and `&Ban` is that you can ban a host or nickname without the user being active on your channel and without performing any safety checks. Safety checks are such that it would normally make sure you aren't banning an admin or higher ranked user in your channel.

&Allowpm: You can decide whether or not users in your channel are allowed to activate commands for your channel via Private Message. If you don't like users anonymously changing settings, then you can type "`&Allowpm no`" to disable PM commands. You can re-enable them via "`&Allowpm yes`".

&Dtopic: Short for Default Topic, this sets the first part of your topic. For instance if your &Topic is set to “Enjoy my new bot” and you typed “&Dtopic Welcome to my channel ||” then the topic would change to “Welcome to my channel || Enjoy my new bot”.

&Flip: A simple command that will temporarily reverse the channel modes set on a user. If a user has Op status, then they will lose Op status. If the same user does not have Op status, then they will be set back to Op status and the same with voiced users.

&Move: If you have a registered user in your channel that has changed their host name or is now using a different GameSurge account and they can no longer access their profile privileges, then you can use this command to give them back their profile with no alterations. Usage is “&Newchan <nick1> <nick2>” where nick1 represents the account name you wish to move information from and place it onto another user you define as nick2 without the brackets <>. The old host name will be deleted and replaced with the user whom you just moved the account too and nick2 will now be able to access your bot the same way nick1 used to be able too. If nick1 ever happened to return to the channel, they will be unable to perform any of the same commands they previously had seeing as their user level has been transferred to nick2. For example, if nick1 had the name of jimmy and you want to move the account to active user danny, then you would type “&Move jimmy danny” and the bot will ask that you confirm the move. If danny has an account already, then his information will be overwritten with the information from jimmy. Danny would now have the identical profile of jimmy and jimmy’s account would have been erased. However because the transfer is identical, danny will also hold the nickname jimmy. A simple perform of the &Update command by danny will fix this if wanted. Also, private messages stored under the bot will be moved to the new account so that no data is ever lost (See the &Message command).

&Newchan*: As bot owner, you can use your bot for both your main channel and as a host for other channels. Every channel has their own configuration settings and this is the command that adds your bot to other channels and registers them. The person who will be owner of the channel you want to add must be present in your main channel. Usage of this command is “&Newchan <owner>”, <owner> being the name of the user who will own the channel you want to add the bot to (Without the brackets <>). Once you type the command successfully, the bot will join a random channel and set a random password and will then ask the new owner to join that channel. This is a private area for the new owner to set up his channel as to not disturb your own. The new owner will be asked to type &New <#channel>, <#channel> being the name of the channel they wish to register without the brackets <>. Once performed, the bot will join the specified channel that the new owner has entered. If the bot does not join, then they have not entered their channel name correctly or the channel has a password. The bot will be unable to join passworded or invite only channels. If a mistake is made, the new owner can type &Retry in which the bot will part whatever channel it joined and re-ask for the &New command to be performed. The bot will also check upon registration that it has Op status in the new channel and that the new owner also has Op as to indicate the new owner has power in the new channel. If all goes well, the new owner can type &Use <#channel>, <#channel> being the new channel without the brackets <>, and the bot will leave the randomly created channel and register the new owner to the new channel. Important: You must manually set your bot to auto join that channel from now on.

&Override*: <password> in this command will refer to the pass you set upon setting up authscript without the brackets <>. Use this command via Private Message only. Please see how to use commands via PM in the Private Message section of this manual. Nothing will happen and you are at risk of giving out your pass otherwise. &Override has three main options labeled as options 1,2 and 3. If you type “&Override 1 <password>”, then you will claim admin level in the channel you specified. If you type “&Override 2 <password>”, then you will claim owner level in the channel you specified. If you type “&Override 3 <password> script”, then you will be able to by DCC download the last version of authscript you set your bot to run on. However if you replace the word script in “&Override 3 <password> script” with the name of a channel, such as “&Override 3 <password> #Channel”, then you will be able to by DCC download the user list for channel #Channel.

&Registration: You can decide whether or not users will be allowed to register with the bot on your channel. Usage is: “&Registration on” or “&Registration off”

&Restrict: You can use this command on admins only. This makes it so that the admin you set it on will be unable to alter any registered user with your channel such as &Deluser or &Moderate but still able to perform regular admin commands such as setting Op on a user (&Op) or clearing their info (&Clearinfo). This command is best set for bots that you have given admin too if you do not want them to alter users in your channel. When viewing profile information for a restricted admin, a small -R- will display in front of their Admin permission information.

&Setop: This will decide for your channel who can claim Op status in your channel. Settings are 0,1 or 2. Typing “&Setop 0” will make it so only you the channel owner may claim op status. Setting 1 would allow admins and up to claim Op status and setting 2 would allow Moderators and up to claim Op status.

&Tool*: As bot owner, the default “tool” is the & sign which you use in front of every command to let the bot know you are about to perform a command. You can change the default tool to any single character you like. Usage is “&Tool <newtool>”, where <newtool> would be a single character of your choice with no brackets <>. If you wanted to set your tool to the @ sign, you would type “&Tool @”. From here on out, you would use the @ sign to activate commands instead of &. If you ever forget your new tool, simply type &Toolreset.

&Userlist: For getting a list of users, please see the &User command above. &Userlist however sets for your channel who can view your list of users. Arguments are 0,1,2 and 3. Setting 0 would allow only a channel owner to view their user list. Setting 1 would allow admins and up, 2 for moderators and up and 3 for any registered channel user. The set default is 2.

&Userlist*: The bot owner has the additional option of choosing whether a channel user list should be downloaded by DCC (Direct Client Connection) or viewed directly in chat. Parameters are &Userlist view DCC or &Userlist view Chat. The default is set to DCC due to the fact that viewing a long user list in chat could get your bot flood kicked from the network for spam. Only set the “chat” parameter if you know what you are doing!

c. Private Message

Using your commands via Private Message (PM) is a very easy process. The standard way of using a command via PM is `"/msg botnick #channel &command"`. Typing `"/msg"` indicated you want to use a command privately. `"botnick"` represents the name of your bot. `"#channel"` represents the name of the channel you wish to use the command for or on. `"&command"` represents the command you wish to use. Let's say you owned the channel `"#Game"`, your bot's name was `Game-Bot` and a user named `"jimmy"` was being rude and you wanted to kick him in a PM. You would in this situation type `"/msg Game-Bot #Game &Kick jimmy"` without the quotes `""` and your bot would kick jimmy from your channel and in the reason will be your name as to identify who kicked him. Alternatively if you liked jimmy and wanted to make him a moderator, you could type `"/msg Game-Bot #Game &Moderate jimmy"` and jimmy would now have the Moderator permission. All commands work in this style and will perform on whatever channel you state.

Moving Channels

So you registered a channel for a friend and now he has moved to a new channel because he didn't like the old channel name but he wants your bot back into his channel, what do you do? You can instead of re-registering the channel and going through the task of re-adding users, you can simply rename the channel. To do this, go to your IceChat editor (Ctrl+s) and navigate to the scripts tab. Click on the File button and then click Browse Folder. A new window should pop up containing every channel you have registered as well as a few other files. If your friend was previously in a channel named #Game and now wants to move to his new channel which he has named #Monopoly, then what you would do is look for a file named #Game.txt and rename it to #Monopoly.txt. It is as simple as that and everything transfers over including users. Don't forget you must also tell your bot to stop going to the old channel and to start automatically joining your friend's new channel. As well, if you wanted to rename your main channel, the same rules apply but you must also in your Settings.txt file, edit Channel=" #Channel", #Channel being whatever you set as your main channel to and name it to what your new channel is. Save and exit.

Spam Script

&Spam: The command of all commands to keep message spammers out of your channel. This command can take arguments and is configurable. To enable spam detection, type “&Spam On” and to get information about your current spam settings, type “&Spam Info”. To set how many messages one must send in a given amount of time to get kicked, type “&Spam Count <number>” where <number> is a number between 5 and 9 without the brackets <>. To set how much time a user must wait before sending a lot of messages can be determined by “&Set Time <Number>”, where <number> is a number in seconds between 2 and 6 without the brackets <>. Say you typed “&Spam Count 5” and “ &Spam Time 4”, this means that if a user sends 5 messages without waiting 4 seconds as a cool down time, the user will be kicked. Every time a message is sent from a user, they get checked off by the bot. After 4 seconds, their checks are removed. This means that the bot will not check for 5 messages in 4 seconds but rather that a user can only send 4 messages without being kicked before they must wait 4 seconds, where on 5 without waiting they would get kicked. There is also the optional setting of “Opdetect” where you can set whether or not the bot will detect spam from Opped channel users or not; usage is “&Spam Opdetect (On,Off)”, choosing on or off without the parenthesis (). The bot will also warn the spamming user twice before they are kicked from your channel. Admins and up are the only user levels that can see the settings/change the settings for &Spam.

If however &Spam is not enabled in your channel, the bot will still track the send rate of users for bot protection. This means that if a user happens to be spamming, the bot will auto ignore that user for 30 seconds as to keep abuse down. However the bot will not ignore users if you do enable &Spam as to keep track of users.

DCC Functions

Authscript comes with a few DCC (Direct Client Connection) commands for file transfers. Here I will help you set this up right. Open Icechat and then open your Icechat settings (Ctrl + P). Then go to the DCC tab on the left side of the opened window. I suggest that the only boxes you should have checked are “Close DDC Upload window when finished” and “Ignore all DCC Chat Requests”. As well, set DCC Send to 60. Now click on Folder from the tab list on the left hand side. Change your Default send folder to

Windows Vista or 7: “C:\Users\%nick\AppData\Local\IceChat\Scripts\”

Windows XP: “C:\Documents and Settings\%nick\Application Data\Local\IceChat\Scripts\”

where %nick is the name of your local computer account and %bot is the name of your bot. However, if you are using Icechat profiles, set it to

Windows Vista or 7:

“C:\Users\%nick\AppData\Local\IceChat\Profiles\%bot\Scripts\”

Windows XP: “C:\Documents and Settings\%nick\Application Data\Local\IceChat\Profiles\%bot\Scripts\”.

Hit Apply. Now try and receive a file by DCC from your bot. If you are unable to receive a file and you are using a secondary client that allows for DCC functions, you may be forced to port forward. Go to your Firewall tab from your still open Icechat Settings window. You should see “DCC Port Range:” at the top right hand side. You may have to forward this port range through your internet firewall(s). To do so, please consult a Google search for your specific router on how to port forward. However, if everything is working fine, then hit save and the window should close.

Welcome Function

You do not have to set this up if you do not plan on having your bot join unregistered channels. By default, this function is commented out in the source code itself and there is no command to activate it. To make this work properly, follow the below details as well as go into the source and uncomment the line containing the phrase: `GetIdentifier("$randphrase(hello.txt)",ServerNumber)`.

Built in, there is a cheesy greeting function that greets users whom join a channel you have not registered your bot with. This means that if you tell your bot to join a channel and you have not set up Authscript to work there, then the bot will automatically greet users who join the channel. However to make this work, you must create another .txt file. Create a new .txt file and save it as "hello.txt". Then open it and type in a list of different messages you want the bot to say (On separate lines) when a user joins an unregistered channel. You could enter different versions of Hello or different ways of saying Hi. Save the file and drop it into your default Icechat scripts folder.

Messaging

The &Message command is a command any registered user can use and is the only command that works across multiple channels! This command adds in the ability to send messages to offline users much like you would as if they were currently in your channel. When a user goes offline from the network, you have no way of contacting them or leaving them a message but this bot command now lets you do that! You may send a message to any user, online or offline as long as you and that person are registered to at least one channel in common. If you send a message to an online user, they will get a little notification about it; otherwise they will be notified as soon as they rejoin or talk in any channel that your bot is in. Messages sent to users through authscript are secure in that they work by Private Message to the bot as well as a public command if you prefer. However, there are limitations to this command. Messages can only be 215 characters in length or else the bot may have a hard time sending long messages. As well, you are granted to hold 50 messages per user in your inbox as to cut spam and hard drive usage down. Messages are stored on numbers 1-50 and are auto assigned based on what is available. These are the following arguments you may use with &Message:

Check: Generates a list of your saved messages as well as unread messages for you to read. Unread messages are marked with an asterisk (*).

Read: Lets you read a saved message by picking the number a message is stored on. Say you wanted to read message 1, you would type “&Message Read 1” without the quotes “”.

Preview: Get envelope information about a message if you don’t want to read a full message. “&Message preview #” without quotes “” where # is a number.

Send: Lets you send a message. “&Message send \$nick \$message” without quotes where \$nick is a registered channel user and you write a \$message.

Delete: Lets you delete a message. “&Message delete #” or “&Message delete all” without the quotes where # is a number.

Block/&Unblock: Stop or allow a user to message you. “&Message block \$user” without quotes where \$user is a registered channel user.

Credits

Main Leader/Designer: X-Ray_Dog from Channel #XRD

Additional Coding Fixes: Gear4 from channel #Graphox

Inspiration: Thrawn from channel #XRD

Special thanks to: You and everyone who likes this idea!