

mIRC 1: Basics

This course is here to introduce you and familiarize you with the mIRC client. With successful completion of this course, you should have a grasp on basic mIRC commands and will be able to participate in online meetings, or just talk to your fellow officers. Please read the GE IRC Page (<http://www.empirereborn.net/docs.php?page=irc>) before starting this course, as it covers the starting steps.

For the purposes of clarity, all notes will be made in *italics*, inputs and output will be in Times New Roman. All nick outputs will reflect your own, not my name. Any given keywords enclosed in the greater/less than signs are to be filled with the appropriate name (ex: <nick> is JaggedFel, or <chan> is #galactic_empire)

Chapter 1: Options

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The first thing you have to do when you start up mIRC for the first time is fill out your info, before you can even connect. I've listed some of the basic options that you'll need/want to set right off the bat. You'll find coverage on more advanced options in the mIRC 2 exam.

Connect:

- Full name** is your username, you don't need to give your real name. This is the name shown when people do a /whois on you.
- Nickname** and **Alternative** the names shown in the channel, and is what most people will know you as. The Alt is only used in case your first choice is in use. If you plan on using a common nick (like John, or Bob), try putting a ` in front of and/or behind you nick.
- Invisible Mode** - Yes, check that box. That prevents people from looking you up randomly, unless they know your exact nick. Trust me, you'll want that checked.

Connect-Servers:

- IRC Server** - Make sure that it says "Undernet" somewhere in there. If you can't connect after a while, change to another one.
- Perform** - This is where you put commands that you want mIRC to do everytime you connect, normally to join channels.

IRC:

- Rejoin channel when kicked** - Keeping this box checked makes your life easier, preventing you from having to manually join a channel if you do something to get yourself kicked.

IRC-Options:

- Flash on** - Checking these lets you know when someone has talked in channel or private message when mIRC is not selected or minimized.
- Hide ping? pong! event** - While you're using mIRC, the server pings (checks your computer's response time) you to make sure you're still there. In doing this, it will fill up your server window, and it's just something that bugs me. Go ahead and check it, it's not important.
- Cancel away on message** - Self explanatory, if you use /away and you speak, you return.

Also, when you start up mIRC, underneath the menubar you will see a row of buttons. I've listed the important ones here

- Lighting bolts** - Connect (if 1 bolt)  or Disconnect (if 2 bolts) . Same as selecting File > Connect/Disconnect
- Folder and Hammer**  - Options screen. Same as selecting View > Options
- Green /a square**  - This is where you access scripting stuff (Aliases, Popups, Remotes, Users, and Variables)
- Crayons**  - Colors screen. Great for people (like me) that can't stand a white background. Changes everything from the background, to all the different types of text seen in channel windows. Play with this until the screen stops hurting your eyes.

Chapter 2: Commands

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Alright. So you can get on IRC just fine now, and you want to do more. Below is a small list of common commands, and their uses/functions. This is a great time to point out that mIRC comes with a complete help file system, so if you ever get stuck, or need some extra help that you can't get from here, read the help file. You'll be amazed at how many people have come asking for help and a simple matter, just because they refuse to read the help file. Use it, it is your friend.

/away <message> - For those people that don't like to change their nicks whenever they leave, there is the /away command, which will display your message whenever someone /msg's or /whois' you. Setting /away with no message returns you from away

/clear - Erases everything in current window. Helpful when going away, so as to have a reference point as to what you've missed. Can also use /clear <window name>

/clearall - Same as /clear, but in all windows.

/me <action> - Probably the most used command, it is the action portion of talking. Typing "/me says hi" returns " * JaggedFel says hi" in the channel. Default is purple text.

/msg <nick/chan> <message> - Also referred to as PM, this takes you into a one-on-one conversation with the nick you typed in. Does not open a new window until the other person replies, but does open a window for them. If you enter a channel instead, it's the same as speaking in that channel.

/query <nick> <message> - Same as /msg, but open a new window as soon as you hit 'Enter'. Double-clicking a person's nick will also open a query window.

/whois <nick> - Displays information about that person, including username, IP/hostmask, CService nick if logged in, what server they are on, and visible channels that they are on.

/quit [message] - Okay I lied, I'll bring this up. Quit is a comand that causes the server to disconnect you, mIRC does not close. You can give a message when you leave, be it a quote, or an excuse.

/exit - This command actually forces a disconnect on your end and exits mIRC.

These commands will get you far, and you'll be talking on mIRC in no time.

Chapter 3: Basic Scripting

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One of the great things with mIRC is that it basically has it's own programming language, referred to as "scripting". Many PC games also use scripting, so if you've dabbled in that before, this should be a piece of cake.

Note: It's best that you join an empty channel when playing with scripts, so as not to annoy other people. Just make up a unique channel name, doesn't matter.

There are two main part to scripting, remotes and aliases. Aliases are nothing more than a "shortcut" for a series of commands. Start off by clicking the green button mentioned earlier, then flip to the Aliases tab.

Type the following on a new line:

/hi /me says hi!

Now type /hi into the channel and you will see * JaggedFel says hi!

Aliases work by executing the commands you have stored to it. So everytime you type /hi in a channel, mIRC knows that it really means /me says hi!

You can also store multiple commands to one alias, using brackets and seperators. Change the /hi line so now it reads as:

/hi { /me waves | /msg \$chan Hi! }

Notice that now you are using the brackets. You can use it for just one command, but they're not necessary. Now, everytime you type /hi in the channel, you'll see the following:

* JaggedFel waves

<JaggedFel> Hi!

You'll noticed I used one of mIRC's built in variable, \$chan. When you type /hi into a channel, mIRC automatically stores the channel's name to \$chan, letting you use it throught the entire script. For the type of scripting we're doing here, you'll really only \$chan, \$nick, and \$1 with it's variants. \$nick is stored as the nick that causes the script to fire. \$1 is the indentifier used for the

first word following the command (there is also \$2, \$3, etc). Once again edit the /hi line so it reads:

```
/hi { /me waves | /msg $chan Hi, $1 $+ ! }
```

Now, if you were to type /hi Fel you would see

```
* JaggedFel waves
```

```
<JaggedFel> Hi, Fel!
```

Unlike \$nick, \$1 can be used for anything you want it to, be it a nick, channel, number, or just a random word. Another version, \$1- is used for the first word and beyond, and is used by mIRC to store quit lines and messages in the channel, but can also be used to allow multiple word variables.

Remotes the part that automates the script, and normally start it. Here's a simple one:

```
on 1:JOIN:#: { /msg $chan Welcome to $chan $+ , $nick $+ ! }
```

This script will fire everytime someone joins the channel. *WARNING: Do not leave this up for long, as it will annoy everyone very fast, and many channels have rules against it.*

In this case, I also used \$+, which is essentially the text addition operator. (Ex: typing hel \$+ lo is the same thing as typing hello). So when someone joins, you would say:

```
Welcome to #galactic_empire, JaggedFel!
```

Again, don't really use this one, you'll just invoke the wrath of the ops (people with the @ in front of their name) and everyone else.

Another common remote used is the on TEXT.

```
on 1:TEXT:*monkey*:#galactic_empire: { /msg $chan I like monkeys, too }
```

In this case, if the word "monkey" appears anywhere in the text of the last message in #galactic_empire, you then say I like monkeys too. If you were to remove the astericks, it would only fire if the message was only the word "monkey"

Again, this course is just to get you acquainted with the basics, see the second mIRC course for more detailed instructions in scripting.

Section 4: Advanced Options and DCC

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Okay, I'm going to start off with some more options that will cutomize mIRC a little more for you. Don't forget, there is a help file if you want explantions on some of the other options, but you probably won't need them.

Connect-Options:

-Connect on Startup - Self explanatory, you'll connect as soon as mIRC starts up

-Pop up connect dialog - Again, self explanatory. Uncheck it if you check the Connect on Startup, it's just nicer that way.

-IRC-Options:

-Show: Short Joins/Parts - This is a personal preference. If checked, shows * Joins: JaggedFel, unchecked shows * JaggedFel has joined #galactic_empire

-Show: Nicks on join - Whenever you joining a channel a list of nick with be listed in the server window. Unnecessary, read the nick list.

-Skip MOTD event - This just removes the long winded message explaining the server rules everytime you connect (let me sum them up for you: Don't do anything stupid)

Sounds:

Should be able to figure this out, just flip through and assign sounds to events that you want to.

Okay, now DCC is Direct Client Connection, allowing you to transfer files to another person over IRC. To accept a file, just click the accept button when someone tries to send you a file, just like every other chat client in the world. To send, you can right-click the person's nick, **DCC > Send**, and that will bring up the file dialogue, and from there it's the standard "pick the file and hit okay". You can also select Send File by using the menu, **Commands > Send File...** (Alt+S), although you'll have to type in their nick exactly as it appears, unless you've sent files to them before, then you can just select their name in the drop box.

And with that, you have all the basics you need to start using mIRC. Good luck on your exam.