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What is Dialog?

The Dialog application lets you exchange short messages and have interactive conversations with other Dialog users on your network or with [Internet Relay Chat \(IRC\)](#) users on the Internet. Use the Dialog application to send text typed from your PC to the screen of a remote host; the text can be viewed on the remote screen as you type it. Using Dialog, you can

- Send a message to users who are also running Dialog on their PCs.
- Send a message to another user running a system that uses a [UNIX Talk service](#).
- Join [IRC channels](#) of conversation by connecting to an [IRC server](#) on the Internet.
- Receive responses to your messages.
- Receive acknowledgment that a message was delivered.
- Maintain different connections with several users at once.

To enable the sending and receiving of messages, you must activate at least one of the Dialog servers before you attempt to communicate. For convenience, you can run Dialog minimized.

Related Topics

[Activating Dialog Servers](#)

[Creating a Session](#)

[Selecting a Communication Mode](#)

[Sending a Single-Line Message](#)

[Sending a Talk Message](#)

[Joining, Starting, or Leaving an IRC Channel](#)

[Broadcasting a Message to Others on Your Network Subnet](#)

Getting Started with Dialog

Before you use Dialog to exchange messages with other users, decide which communication mode you will use. After you determine the mode to use, you must activate the Dialog servers that support the chosen mode to receive messages through your Dialog application.

If your recipients plan to communicate with you by using Single-Line Message mode or Talk mode, they too must activate the appropriate Dialog servers. Other Internet Relay Chat (IRC) users will use whatever applications are available to them to connect to an IRC server, so they do not need to coordinate with you ahead of time to determine which Dialog server to activate.

If you select the Dialog IRC mode for your session, you only need to know the name of the IRC server to which you want to connect, because you will join or start an IRC channel supported by that IRC server.

When you are ready to send a Dialog message to other users, you open a session to communicate with them. You can create a new session and define the recipients of messages in that session. If you plan to send messages to the recipients regularly, you can save and name the session for later reuse.

When you minimize the window of a session, its icon represents through its appearance which mode you are using in the session. The icon changes in appearance each time a message arrives for you in that session.

Related Topics

[Activating Dialog Servers](#)

[Creating a Session](#)

[Selecting a Communication Mode](#)

[Sending a Single-Line Message](#)

[Sending a Talk Message](#)

[Joining, Starting, or Leaving an IRC Channel](#)

[Broadcasting a Message to Others on Your Network Subnet](#)

Broadcasting a Message to Others on Your Network Subnet

To broadcast a message to all Dialog users on your local network subnet, activate the Single-Line Message (UDP) server, then proceed as follows:

1. In the New Session dialog box, select the Single-Line Message (UDP) mode.
2. Type everyone in the User Name box.
3. Type an asterisk (*) in the Host Name box.
4. Choose OK. A session window appears.
5. In the Outgoing Message box, type your message, then press ENTER. The message is broadcast to any others using Dialog on your subnet at the time the message is sent.

Related Topics

[Creating a Session](#)

[Activating Dialog Servers](#)

[Selecting a Communication Mode](#)

[Sending a Single-Line Message](#)

Selecting a Communication Mode

Before you use Dialog to exchange messages with other users, decide which communication mode you will use.

Use this mode	To do this
Single-Line Message	Send and receive simple or one-time messages, such as notification of an unscheduled meeting, to and from one or more users who are running Dialog on their PCs.
Talk Protocol	Send a simple message to all users on a subnet. Engage in an interactive conversation with one other user. Communicate with another user on a system running a <u>UNIX Talk server</u> .

Internet Relay Chat (IRC)

Connect to an IRC server so that you can join IRC conversation channels.

If you select Single-line message or Talk mode, both you and your recipients must activate the Dialog servers that support the chosen mode to receive messages through your Dialog application. If you select IRC mode, you need only know the name of the IRC server to which you want to connect, because you will join a conversation channel supported by that IRC server.

Related Topics

[Creating a Session](#)

[Saving a Session](#)

[Deleting a Session](#)

[Activating Dialog Servers](#)

Creating a Session

Use the New Session dialog box to create a session. You can

- Create a session for one single-line message mode or talk mode recipient
- Create a session for several single-line message mode recipients
- Create an IRC session

Before you create a session, activate the Dialog servers that support the communication mode you want to use in the session.

To create a session for one single-line message mode or talk mode recipient

1. From the Session menu, choose New.
2. In the New Session dialog box, select a communication mode: Single-Line Message or Talk (New Talk or Old Talk).
3. In the User Name box, type the username of the recipient.
Note: On UNIX systems, the username must be a valid name in the UNIX password file for the message to be delivered to the correct computer.
4. In the Host Name box, type the hostname or IP address of the recipients system.
5. Choose OK. Once you are connected, a message window appears for the session. Now you can type and send a message in the Outgoing Message box.

The title bar of the window shows <untitled> as the name of the session. You can now give the session a name by saving the session. After saving and naming the session, you can reuse it by opening the session.

To create a session for several single-line message mode recipients

1. In the New Session dialog box, select the Single-Line Message mode.
2. In the User Name box, type the username of a recipient from your list.
3. In the Host Name box, type the hostname or IP address of the recipients system.
4. Choose the Add button to add the user to the recipient list of the session.
Repeat steps 2, 3, and 4 until your list of recipients is complete.
--or--
Select a user in the recipient list, then choose the Delete button to remove that user from the list.
5. Choose OK to proceed. Once you are connected, Dialog opens a session window for messages.
6. By default, the Message Delivery Status dialog box appears after you send each message, informing you as to whether your message was delivered successfully to each recipient on your list:
Results of the last message:
John Success
Jane Failed
Choose OK to return to the session window. To prevent delivery receipts from displaying, de-select the Show Detailed Delivery Report option in the Preferences dialog box.

The title bar of the window shows <untitled> as the name of the session. You can now give the session a name by saving the session. After saving and naming the session, you can reuse it by opening the session.

To create an IRC session

1. From the Session menu, choose New to display the New Session dialog box.
2. In the Communication Mode box, select Internet Relay Chat (IRC).
3. In the User Name box, type your username.
4. In the Host Name box, type the name of the IRC server to which you want to connect, such as irc.colorado.edu.
5. In the Session Name box, type the name you want to give to this session.
6. In the Nickname box, type the nickname you want to use during your IRC session. The name cannot contain blank spaces and must be no more than nine characters in length. Some examples are good2know, who_am_i?, gary7, or L82arrive.
7. In the IRC Port box, if the port number used by the IRC server to which you will connect is not the default port, 6667, change the port to the correct port number (some servers may use 6665 or 6666 if port number 6667 is too busy). Almost all IRC servers use the default port number.

8. Choose OK. Once you are connected to the IRC server, a window appears for the new session. Now you can join a conversation [channel](#) or start one of your own, by using [IRC commands](#). You can now give the session a name by [saving the session](#). After saving and naming the session, you can reuse it by [opening the session](#).

Related Topics

[Activating Dialog Servers](#)

[Broadcasting a Message to Others on Your Network Subnet](#)

[Deleting a Session](#)

[IRC Commands](#)

[IRC Servers](#)

[Joining, Starting, or Leaving an IRC Channel](#)

[Opening a Saved Session](#)

[Saving a Session](#)

[Selecting a Communication Mode](#)

[Sending a Single-Line Message](#)

[Sending a Talk Message](#)

[Setting Dialog Preferences](#)

Changing a Font

Use the Fonts dialog box to change the appearance of your outgoing and incoming messages.

To change font characteristics

1. From the Settings menu, choose Fonts.
2. Select the display font, font style, or font size in the Font dialog box.
The Sample box lets you preview each selection before you make the change.
3. Choose OK.

The font changes for your current session and for any sessions that you open in the future.

Related Topics

[Opening a Saved Session](#)

[Saving a Session](#)

Saving a Session

Use the Save Session dialog box to name and save the sessions that you create.

The Save As command retains recipient information, but does not save your font selection or the contents of messages from the last opened session.

To save a session

1. From the Session menu, choose Save As.
2. In the Session Name box, type a name for the session.
3. Choose OK.

To use a saved session, choose Open from the Session menu.

Related Topics

[Opening a Saved Session](#)

[Deleting a Session](#)

[Changing a Font](#)

Opening a Saved Session

Use the Open Session dialog box to open a saved session.

To open a session

1. From the Session menu, choose Open.
2. From the Open Session dialog box, select the session you want to open from the list of names that appears in the Sessions box.
If the session is a Single-Line Message or Talk session, its recipients appear in the Users box.
If the session is an IRC session, the IRC server name appears in the Server box.
3. Choose OK.

Related Topics

[Saving a Session](#)

[Creating a Session](#)

[Deleting a Session](#)

[Sending a Single-Line Message](#)

[Sending a Talk Message](#)

[Joining, Starting, or Leaving an IRC Channel](#)

Deleting a Session

Use the Delete Session dialog box to remove saved sessions.

To delete a session

1. From the Session menu, choose Delete.
2. In the Delete Session dialog box, select the name of the session that you want to delete from the list in the Sessions box.
3. Choose Delete.

Related Topic

[Saving a Session](#)

Sending a Single-Line Message

Use the Outgoing Message box to type and send your messages. Note that each line of text that you send is truncated (cut off) after obtaining 480 characters in length.

To send a single-line message

1. Create or open a [session](#). The session window appears.
2. In the Outgoing Message box, type a line of text for the message that you want to send.
3. Press ENTER to send that line of your message.
If the recipients computer receives your message, your screen displays Message sent. If the recipients computer does not receive your message, your screen displays Message not sent.

After you press ENTER, you may type other lines in the Outgoing Message box, pressing ENTER after each one.

To erase the contents of a message box

1. In the session window, select either the Incoming Message or the Outgoing Message box.
2. From the Edit menu, choose Clear Window.

Related Topics

[Sending a Talk Message](#)

[Joining, Starting, or Leaving an IRC Channel](#)

[Replying to a Message](#)

[Creating a Session](#)

[Opening a Saved Session](#)

Sending a Talk Message

Use the Outgoing Message box to type and send your messages.

To send a Talk message

1. Create or open a session and select Old Talk or New Talk as your Talk communication mode.
2. In the Outgoing Message box, type your message.

Dialog transmits your message character by character as you enter each one, including any corrections you make.

If the connection to the recipients computer remains active, the status bar at the bottom of the Talk session window displays Connection open. If the connection to the recipients computer closes, the Talk sessions window closes.

To erase the contents of a message box

1. In the session window, select either the Incoming Message or the Outgoing Message box.
2. From the Edit menu, choose Clear Window.

Related Topics

[Sending a Single-Line Message](#)

[Joining, Starting, or Leaving an IRC Channel](#)

[Replying to a Message](#)

[Creating a Session](#)

[Opening a Saved Session](#)

Receiving a Message

Use the Incoming Message box to view the messages that you receive. Make certain that the appropriate Dialog servers are active so that you can receive messages. You can receive messages whether the session window is open or minimized.

When your PC receives a message with the session window open, Dialog shows the text in the Incoming Message text box as you receive it. If the session window is minimized, the icon representing the session changes if the session becomes active (a message arrives, or, in the case of IRC, more messages arrive on a channel).

If you have a Single-Line Message window minimized within Dialog, the session icon displays an image of an empty open mailbox. When you receive one or more messages, the icon changes to show a letter inside the mailbox and the red flag on the box in the up position.

A Talk session displays different icons. A minimized Talk session shows an icon of a telephone with its handset not in use. When a message arrives, the Talk session icon changes to show the handset lying next to the telephone, and a red light appears on the phone.

If you have minimized an IRC session that has no current activity in the channel, the icon displays an image of a single person at a conference table. If the session becomes active while minimized, the icon changes to represent a single person who has been joined by other persons at the conference table.

To view messages from an open session

Read the Incoming Message box.

To view messages from a minimized session

Double-click the minimized icon to open the sessions window and read your messages. If you have selected the Beep for Incoming Message option in the Preferences dialog box, an audible beep sounds each time a minimized session becomes active.

To erase all received messages (Single-Line Message or Talk only)

1. Click the cursor in the Incoming Message box.
2. From the Edit menu, choose Clear Window.

Related Topics

[Activating Dialog Servers](#)

[Replying to a Message](#)

[Setting Dialog Preferences](#)

Replying to a Message

Use the Outgoing Message box in an open [session](#) window to respond to a message.

To reply to a message (single-line message or talk mode)

1. In the Outgoing Message box, type the text that you want to send.
2. If you are using a Single-Line Message session, press ENTER.

--or--

If you are using a Talk session, Dialog sends your message character by character as you type it. Dialog transmits your message to the recipients for that session.

Related Topics

[Joining, Starting, or Leaving an IRC Channel](#)

[Sending a Single-Line Message](#)

[Sending a Talk Message](#)

Activating Dialog Servers

Use the Servers dialog box to activate the servers that transfer messages in the communication mode you plan to use.

If you are communicating with a recipient whose PC is running Dialog, you can activate Single-Line Message mode or Talk protocol. If you are communicating with a recipient who uses a UNIX system, use Talk protocol mode (select both Talk protocols).

Note: You can also use the Servers dialog box to set the communications port used for Single-Line Message mode. The default port for Single-Line Message mode is 18. Do not change this number unless you plan to use a port number other than the default.

To activate servers

1. From the Settings menu, choose Servers.
2. From the Servers dialog box, select the servers you want to activate.
You can select as many as you need from the list:
 - Single-line mode using UDP.
 - Single-line mode using TCP.
 - Talk protocol (old version or new version) for interactive communication with your recipient.
3. Choose OK.

Note: If you do not have enough network resources to activate all of the servers at once, FTP Software recommends that you activate only what you need; at a minimum, activate these Dialog servers: Single-Line Message mode (UDP) and Talk mode (New Talk).

Related Topic

Selecting a Communication Mode

Setting Dialog Preferences

Use the Preferences dialog box to change your Dialog environment. While you are using Windows, you can resize the Dialog window as you would any other window.

To select connection preferences

1. From the Settings menu, choose Preferences.
2. From the Preferences dialog box, select any of the following:
 - Start New Windows As Icons if you want to minimize new sessions that open as a result of other users connecting to you.
 - Close Windows On Hang Up if you do not want to keep session windows open after you terminate the connections to other users systems.
 - Show Detailed Delivery Report if you want to determine which recipients received a message that you sent to multiple recipients in one session.
 - Beep for Incoming Message if you want to hear an audible tone when a message has arrived for you in an open session that may be minimized on your screen.
3. Choose OK.

Related Topics

[Activating Dialog Servers](#)

Joining, Starting, or Leaving an IRC Channel

Before you join an [IRC channel](#), you must activate the Internet Relay Chat (IRC) server mode and create an IRC session. Open the session and connect to an active IRC server before proceeding to join or start an IRC channel.

To join or start an IRC channel

1. To receive a list of all active channels on the server (which you can scroll through in the Incoming Message box), type:

```
list
```

--or--

Note: The response from the server may be a very long list that appears in your Incoming Message box. You can scroll back through the list.

To determine whether one or more channels you already know about are active on the server, type this:

```
list #channel[,#channel]
```

For example, type this:

```
list #newbies,#voyager
```

2. When you receive the list of channels, select the name of the one that interests you, then type the JOIN command, followed by the name of the channel. For example,

```
join #newbies
```

--or--

If you want to start an IRC channel instead of joining an existing one, type:

```
join #channel
```

where `#channel` is the name of the channel you want to start. The name that you select for the channel must be unique on that server.

3. Once the server has added you to the channel, the conversation in the channel from its various participants appears in the Incoming Message box. To join in the conversation, type your message in the Outgoing Message box.

--or--

To invite others to join the channel that you started, type this:

```
invite nickname #channel
```

where `nickname` is the nickname used by the person you want to invite, and `#channel` is the name of the channel you started.

To chat on a channel you have joined

Use the following command line format to send a message to everyone on a channel to which you are connected.

```
privmsg #channel :text
```

For example, type

```
privmsg #newbies :It's a beautiful day in the neighborhood.
```

To communicate with a particular nickname in the channel, use this format:

```
privmsg nickname :text
```

For example, type

```
privmsg charlie :Where are you today?
```

To leave an IRC channel

Type the following command into the Outgoing Message box:

```
part #channel
```

The IRC server will remove your nickname from the channel.

Related Topics

[Creating a Session](#)

[IRC Commands](#)

[IRC Servers List](#)

[What is IRC?](#)

[What is an IRC Channel?](#)

What is an IRC Server?

Troubleshooting Dialog

This help topic lists error messages that you might encounter when using Dialog, and it describes how to respond.

Message not acknowledged.

Verify that the recipient is running either Dialog from the current PC/TCP release or WMSG.EXE from an earlier release of PC/TCP. If the recipient is running Dialog, verify that the recipients application has at least one of the Single-Line Message mode servers activated, or try to open a Talk connection to the recipients application.

Could not send message.

- Verify that your recipient is running Dialog and has activated the appropriate servers.
- Verify that you are using the proper hostname for your recipient.
- Dialog may not have enough network resources to send your message. If you activate all of the Dialog servers, you may be using too many TCP connections. To reduce demand for network resources, deselect any Dialog servers that you are not using.
- If you frequently receive this error message, try increasing the number of TCP and UDP connections available to your network kernel by increasing the number set for the tcp-connections= and udp-connections= entries in the [pctcp general] section of the PCTCP.INI configuration file.

Unable to resolve host name.

- Use the recipients Internet Protocol (IP) address (such as 128.127.50.100) instead of the hostname.
- Verify that the host is running and connected to your network.

Talk connection not answered or accepted.

- If the recipient is running Dialog, verify with the recipient that the appropriate server is active.
- If the recipient is on a system running UNIX, have the recipient verify that the appropriate UNIX Talk server is running.
- Of the two Talk mode servers in Dialog, activate the server that you have not yet selected.

Message was not sent.

Ensure that you pressed ENTER at the end of your message.

Could not allocate network descriptors.

- Increase the number of network descriptors defined in the [pctcp kernel] section of your PCTCP.INI file. TCP network descriptors are defined by the tcp-connections= parameter. UDP descriptors are defined by the udp-connections= parameter.
- Limit the number of modes that you use. Dialog uses network descriptors for each server that you select for communications.
- Remember that other programs (such as the NFS servers) depend on the use of network descriptors.

The Session Menu

Use the Session menu to create, open, save, or delete sessions, and to exit from Dialog.

Use this command	To do this
New	Create a new session.
Open	Open a saved session.
Save As	Save a session (retain its recipient information) and name it for future use.
Delete	Remove a session.
Exit	Exit from Dialog.

The Edit Menu

Use the Edit menu to make changes to text of Single-Line Message mode messages in the Outgoing Message box. You can clear all of the text from the Incoming Message or Outgoing Message boxes for both Single-Line Message sessions and Talk sessions.

Use this command	To do this
Cut	Remove text. A copy of the removed text is placed on the Clipboard.
Copy	Copy text to the Clipboard. Use the keyboard shortcut (CTRL+C) to copy from the Incoming Message box to the Outgoing Message box.
Paste	Insert text from the Clipboard. Use the keyboard shortcut (CTRL+V) to paste to the Outgoing Message box.
Clear Window	Erase text from the Incoming Message or Outgoing Message box (in whichever box you have placed your cursor).

The Settings Menu

Use the Settings menu to set Dialog parameters.

Use this command	To do this
Servers	<u>Activate Dialog servers</u> for sending and receiving messages.
Preferences	Start new <u>sessions</u> minimized as icons, close session windows when you end communication in the sessions, provide information about which recipients received your messages in a session with multiple recipients, and sound an audible beep on incoming messages.
Fonts	Select the text <u>display font</u> , style, and size to use in the Outgoing and Incoming Message boxes.

IRC Commands

You can find additional information about IRC commands in the Request for Comment (RFC) document #1459, "Internet Relay Chat Protocol."

Use this command To do this

ADMIN *[server]*

Display the name of the administrator of the specified IRC server, or of the current server if the server parameter is omitted. This command depends on the ability of the server to forward its ADMIN message to other servers, such as the one to which you are currently connected.

AWAY *[text]*

Send a brief message to others in the current channel that you are away from the chat in progress, although still connected to it. To inform the channel that you have returned, enter only AWAY on the command line.

HELP

Display the list of IRC commands for the current server.

INFO *server*

Obtain information that describes the specified server's IRC software: its version, its last compilation date, when the server was last started, and other miscellaneous information that may be relevant.

INVITE *nickname #channel*

Invite the specified person to the specified channel. Only IRC users with operator status can invite others to their channels.

ISON *nickname [nickname]*

Determine whether the specified nickname(s) are active on the current IRC server. Separate nicknames with blank spaces. The reply contains the nicknames of those specified who are currently using the IRC server. An empty reply means that none of the specified nicknames are active.

JOIN *#channel [, #channel] [key [, key]]*

Join one or more of the specified active channels, or start a channel by entering the command with a unique channel name. If a channel is by invitation only from the operator, you must be invited for the JOIN command to be successful. If a key (password) is set for the channel, you must provide the correct key for each channel that requires one. (Whoever invites you to join a channel should provide its key to you.)

Example: join #private, #keepout secret, sshhh

In this example, the channel user joins the #private channel using the key secret, and joins the channel #keepout using the key sshhh.

KICK *#channel user [comment]*

Forcibly remove the specified user from the specified channel. Only the channels operators have the ability to KICK another user from the current channel. You can append a brief message to the command line to indicate why the user is being kicked off the channel. This command is used in cases where the user being removed is engaging in inappropriate behavior (for example, using English on a channel where only French is spoken) toward other channel users.

KILL *nickname [comment]*

Remove duplicate nicknames from a channel, because all nicknames must be unique to a channel. Operators can use this command to remove two or more people with the same nickname from their channels. The comment, if given, must indicate the actual reason for the KILL command being issued.

LINKS *server*

Display a list of all servers known by the server that answers the LINKS request. You can use this command to learn about other active IRC servers that you may be able to connect to for their channels.

LIST *[#channel[, #channel] [server]]*

List channels, their topics, and number of users of that channel. If no channel name is specified, all channels on the server are listed. Private channels are listed as private (Prv) unless the user making the LIST request is on that channel. Secret channels are not listed. If you do not use the server parameter, the channel(s) on the current IRC server will be listed.

MODE *#channel* (+ | -)(o|p|s|i|t|n|m|l|b|v|k) [*limit*] [*user*] [*ban_mask*]

Let channel operators set the characteristics of their channels. A plus sign (+) adds a mode, and a minus sign (-) removes a mode. The limit is a number specifying the number of people that can be accepted into a channel at any given time. The user is a user on whom an operator is conferring or taking away a mode. The ban mask prevents those who match the mask from being allowed on the channel. The channel modes are:

- o Give/take channel operator privileges.
- p Private channel flag.
- s Secret channel flag.
- i Invitation-only channel flag.
- t Topic set by channel operator only flag.
- n No messages will be accepted on channel from clients outside the channel.
- m Moderated channel.
- l Set user limit to the channel.
- b Set a ban mask to keep users out.
- v Give/take the ability to speak on a moderated channel.
- k Set a channel key (password).

Examples: mode #french +im

In this example, the MODE command makes the channel named #french a moderated, invitation-only channel.

mode #french +o pierre

In this example, the MODE command makes the nickname pierre an operator of the channel named #french.

mode #french +b *!*@*

In this example, the MODE command bans all users from joining the channel named #french.

MODE *nickname* (+ | -) i|s|o

Set a mode for your nickname. This command is accepted by the server only if both your nickname and your sender ID are the same. A plus sign (+) adds a mode, a minus sign (-) takes away a mode. The user modes are:

- i Marks the user as invisible to other users.
- s Marks the user for receipt of server notices.
- o Operator flag, so that the user can remove his/her operator status if he/she wants to.

Examples: mode pierre -o

In this example, the MODE command removes the operator status previously conferred on the nickname pierre.

mode marie +i

In this example, the user nicknamed marie has made herself invisible to other channel users.

NAMES [*#channel* [,*#channel*]]

List all nicknames of all users on the channel(s) listed. If no channel name is specified, a list of all channels and their users is returned.

NICK *nickname*

Set or change your IRC nickname. The nickname cannot include blank spaces and must be no more than nine (9) characters long.

NOTICE *nickname text*

Send a private message to the specified nickname.

OPER *user password*

Obtain operator privileges on the IRC server. If the username and password pair are accepted by the server, the user obtains operator privileges of that server, and the server sends a MODE +o message for that user's nickname to the rest of the IRC server network as notification of the change.

PART *#channel*

Exit from a channel, but remain connected to the IRC server.

PASS *password*

Sets a connection password for your client. Use this command only if the IRC

	server requests a password from you.
PRIVMSG (#channel nickname) :text	Sends a message to everyone on the channel or to a specific nickname on a channel you have joined. The colon (:) before the text of the message is required.
QUIT [text]	Exit from the session with the current IRC server. Note that you can append a short message to the QUIT command, such as Goodbye.
TIME [server]	Query the specified server for its local time. If the server parameter is not used, the server accepting the command must answer the query.
TOPIC #channel [topic]	View or change the topic of the specified channel. To view the current topic, specify just the name of the channel. To change the topic, specify the new topic after the name of the channel on the command line.
TRACE [server]	Find the route to the specified server. If the server parameter is not used, a message is sent to the sender that states to which servers the current server has a direct connection.
USERHOST nickname [nickname]	Returns a list of information about each nickname that is found active on the server from the specified list of nicknames. Use a blank space to separate the nicknames in the list.
USERS server	Returns a list of users logged in to the server. The IRC server administrators may disable this command for reasons of security.
VERSION [server]	Display the version of IRC running on the server. If the server parameter is not used, the command applies to the current IRC server.
WHO (#channel[,#channel] nickname[,nickname][o])	List information about the specified channel or user (if the user is not invisible and the user does not share a channel with you). The user information returned is the username, host name, server name, and nickname. If the o parameter is used, information is returned only about operators matched by the given user name.
WHOIS nickname	Provides the username, electronic mail (e-mail) address, and IRC server connection of the person specified.
WHOWAS nickname	Provides the same information as WHOIS, but for a person who has just exited from the channel.

Related Topics

[Creating a Session](#)

[IRC Servers List](#)

[Joining, Starting, or Leaving an IRC Channel](#)

[What is IRC?](#)

[What is an IRC Channel?](#)

[What is an IRC Server?](#)

What is IRC?

Internet Relay Chat (IRC) allows real-time, online conversations among Internet users around the world. Each conversational group of people occupies its own topic-specific [channel](#); channels are supported by [IRC servers](#) throughout the world. Channels are not limited in the number of people who can join discussions or in the number that are in existence at any given time on the IRC network. Any users who can connect to an IRC server can join active channels or start their own channels.

To find information about IRC

- Use anonymous FTP to connect to <ftp.undernet.org>. Look at the files in the directory `/irc/docs`. A document summarizing information about IRC, known as the IRC primer (`IRCprimer1.1.txt`), is located there.
- Use the News reader to read the `netnews.alt.irc.undernet` newsgroup. The most recent IRC FAQ (Frequently Asked Questions) document is posted to that newsgroup.

Related Topics

[Creating a Session](#)

[IRC Commands](#)

[IRC Servers List](#)

[Joining, Starting, or Leaving an IRC Channel](#)

[What is an IRC Channel?](#)

[What is an IRC Server?](#)

What is an IRC Channel?

Internet Relay Chat (IRC) channels are topic-specific conversational groups where communication consists of reading the text typed by others and sending a textual response to one or more of the others in the group in real time.

An IRC channel is similar to the kind of social event, such as a party, where you may not know everyone present, but the opportunity to chat with anyone at the event exists as long as you and the others whom you want to chat with are willing to do so.

There may be any number of people chatting on an IRC channel at any given time, and there is no limit to the number of channels that may be in existence on the IRC network at any given time.

An IRC channel is started by a user who is connected to one of the many IRC servers on the Internet.

The first person to join a channel is the person who starts it.

The person who starts a channel automatically receives channel operator status from the IRC server on which the channel is maintained.

A channel operator can determine the topic for discussion, change the settings and options in effect for that channel (such as whether the channel is public, private, or by invitation only), invite others to join the channel, and confer operator status on another user.

IRC users can also request an invitation from the channel operator, but the operator is not obligated to satisfy the request.

Related Topics

[Creating a Session](#)

[IRC Commands](#)

[IRC Servers List](#)

[Joining, Starting, or Leaving an IRC Channel](#)

[What is IRC?](#)

[What is an IRC Server?](#)

What is an IRC Server?

Internet Relay Chat (IRC) servers provide the network support that allows IRC to exist. Over 100 IRC servers throughout the world maintain all of the IRC channels and user connections to those channels on the Internet.

As changes occur on the IRC network, the servers exchange information about the changes to maintain current knowledge of IRC network activity. IRC operators, or IRCops, are the people who maintain the IRC servers.

There are two kinds of IRC servers: those connected to the original or standard IRC network (sometimes referred to as Efnets) and those that are on the Undernet.

You can determine whether a server belongs to Efnets or the Undernet by looking at its network domain name; those belonging to the Undernet always have undernet as part of their domain names. For example, the Undernet IRC server for the USA is named us.undernet.org.

Select an IRC server that is geographically close to your location. The further away your IRC server is, the longer it takes for your messages and responses to be seen.

IRC Server List

Here is a short list of IRC servers that is far from complete, but is long enough to get you started. Not all of them are available all of the time, so you may have to determine for yourself which of these servers is best for your location, and when the most active time to connect to them is.

As an alternative, use the LINK command once you have connected to one of these IRC servers, so that you can find other IRC servers to which you can get a connection.

- irc.colorado.edu
- colossus.cs.rpi.edu
- joyce.eng.yale.edu
- seltzer.csua.berkeley.edu
- irc.pitt.edu
- irc.ais.net
- tramp.cc.utexas.edu
- irc.mit.edu
- irc.uiuc.edu
- irc.gate.net
- irc.nada.kth.se (Sweden)
- eu.undernet.org (Europe)
- ca.undernet.org (Canada)
- au.undernet.org (Australia)

Related Topics

[Creating a Session](#)

[IRC Commands](#)

[Joining, Starting, or Leaving an IRC Channel](#)

[What is IRC?](#)

[What is an IRC Channel?](#)

Undernet

The Undernet was developed in response to the rapid growth of usage on the Efnet (the original IRC network) without the needed technical improvements being put into place as Efnet grew. Although the Undernet is smaller than the first IRC network, its developers have corrected many of the network communication bugs of the original while establishing the Undernet as a friendlier IRC network for all users.

TCP

Transmission Control Protocol. One of two network protocols used by Dialog to set up a Single-Line Message connection with another host.

UDP

User Datagram Protocol. One of two network protocols used by Dialog to set up a Single-Line Message connection with another host. This protocol supports the broadcasting of a Single-Line Message to all Dialog users on a network subnet.

Hostname

The unique name of a computer on a network.

IP Address

The Internet Protocol (IP) number that uniquely identifies a computer on a network. The form of an IP address is four groups of numbers separated by periods, as in this example: 128.127.55.55.

UNIX Message Servers

UNIX Message Servers are systems running a UNIX operating system and using a Talk or Write protocol. The Write protocol lets you send a message to a user on another system. The Talk protocol lets you communicate with another user more interactively. When you use Talk on a UNIX system, Talk divides the screen into two parts, one for each user. You can view the other persons message as it is typed, and that person can see your message as you type it.

Session

A Dialog session defines the username and hostname of the users to whom you want to send a Dialog message. It also defines the communication mode (Single-Line Message mode or Talk mode) that you are using in the session.

Single-Line Message Mode

In Single-Line Message mode, you can send simple messages to one or more users, and receive messages from them, in a single session. This mode is analogous to taking part in a two-way radio communication: you can send messages or receive messages, but not both at the same time.

Talk Mode

In Talk mode, you communicate interactively with one other user in a session. The Outgoing Message box displays text as you type it to send to your recipient, and the Incoming Message box displays the text that your recipient types to send to you. You can view the recipient's message as it is being typed, and the recipient can see your message as you type it.

Talk

The Talk protocol lets you communicate with another user interactively. UNIX systems support two versions of the Talk protocol (Old and New), which function no differently from each other. If you want to use the Talk protocol, select the New Talk protocol in the Servers dialog box. If you cannot establish a Talk connection with your recipient by using only the New Talk protocol, select both Talk protocols in the Servers dialog box.

Username

The name that you use to log in to a computer on a network.

Display Font

The type used to display characters on your computer screen.

Example

This sentence appears in Courier font.

UNIX Talk Server

The UNIX system server that enables a remote system and a local UNIX system to establish a Talk connection, allowing two users to use the connection for their Talk session.

UNIX Password File

A UNIX system file containing information that allows users to log in to the system.

Displays or hides additional elements of this dialog box.

Returns to the previous dialog box.

Displays the Open dialog box so that you can search for a specific file.

Cancels your selection(s) and close the dialog box without taking any action.

Closes the dialog box.

Exits the application.

Displays Help about the contents of this dialog box.

Does not proceed as indicated.

Proceeds to the next dialog box.

Confirms your selection(s) and close the dialog box.

Opens the Options dialog box.

Enter a word or string of characters to log in to another system, workgroup, or domain on a network.

Protects the contents of the file from modification.

Starts the operation.

Stops the operation.

Starts or stops the operation.

Enter the hostname or IP address of the remote host that you are trying to reach.

Enter the name that you use to log in to a computer on a network.

Proceeds as indicated.

Proceeds as indicated and avoids further prompts for confirmation.

Click this to set up options,

Saves all the changes you have made without closing the dialog box.

Context-sensitive help for this item is not yet implemented.

Help for this dialog box is not yet implemented.

account name: The name or word that identifies who is billed for this session on a computer system.

case sensitivity: The ability of a program to evaluate the difference between the capitalized and non-capitalized versions of a character. Case sensitive programs treat for example, *cat* and *Cat*, as distinct items.

It matters how you enter file and variable names on a case sensitive operating system (such as the UNIX operating system). If you want to view a file named *Cat*, and you enter the characters *cat*, the system displays the file named *cat* if one exists, or gives you an error message. It does not display a file named *Cat*. Case sensitivity also affects the way that files are listed when sorted in alphabetical order.

filename conventions: A TCP/IP network usually contains computers that run different operating systems. Each operating system has different conventions for naming files. For example, both the number and kinds of characters that can be used in a name are often subject to limits.

When you use some TCP/IP supported services such as telnet and ftp, use the filename conventions in effect on the host system to work with files that are on the host.

hostname: The name of a networked computer.

The hostname is one form of the computer's TCP/IP network address; the other is its complete numeric network address. You can access a computer by its hostname or its numeric network address.

toolbar: A group of buttons that appears below the menu bar. These buttons let you gain access quickly to the application's features.

IP address: A number (in the form *n.n.n.n* where each *n* is a value in the range 0 to 255) that uniquely identifies a networked computer that uses the TCP/IP communication protocol. (The Internet Protocol is defined in RFC 791.)

MIB-II: The Management Information Base (MIB) database used by an SNMP MIB agent to store information about the network operations of your PC. MIB-II (or MIB version 2) is the second version of the Internet-standard MIB. RFC 1213 defines the format of MIB-II.

packet: A single network message with its associated header, addressing information, data, and optional trailer. Also known as a "frame" or "datagram".

password: A word or string of characters that you supply in order to login to another system on a network. Systems that accept the username "anonymous" often require you to provide your e-mail address as the password.

permissions: On UNIX systems, settings that control who has access to a file and what rights (read, write, or execute) are given. NFS uses UNIX-style permissions to control access to network files.

protocol window: Some OnNet applications support a window dedicated to displaying the interactions between your PC and the remote host (the protocol). You can display the window usually from a View, Settings, or Options menu.

remote host: A networked computer that makes a service available to other computers on the network. Typical host services include transferring files, printing files, and managing logins from remote users.

SNMP community: A relationship between an SNMP agent and one or more SNMP management stations.

SNMP community name: A unique name shared by the members of an SNMP community.

SNMP message: A packet of data, consisting of an SNMP community name and SNMP commands and operands.

status bar: A message area, typically at the bottom of the application window, that provides information about the component that is currently selected, or the state of the application.

session: A session comprises the interactions between your PC and a remote host beginning with the initial connection and ending when you or the host explicitly disconnect.

Some OnNet applications allow you to configure sessions, that is, automatically send parameters such as your username and password to the remote host..

session definition: The configuration settings for a particular session or host connection. A session definition might include such settings as the hostname of a computer on the network and your login name for that computer, as well as other values that you specify. The set of session parameters you can specify differs with each program.

TCP (Transmission Control Protocol): A Transport layer, connection-oriented, end-to-end protocol that provides reliable, sequenced, and nonduplicated delivery of bytes to a remote or a local user. TCP provides reliable byte stream communication between pairs of processes in hosts attached to interconnected networks.

time out: A period of time when a connection between a PC and a host computer is allowed to be idle or unused, or when a PC can attempt to make a connection to a networked host..

When the time period elapses, the host closes the idle connection, or the PC reports that it failed to connect to a host.

UDP (User Datagram Protocol): A Transport layer, connection-less mode protocol providing a (potentially unreliable, unsequenced, and/or duplicated) datagram communication for delivery of packets to a remote or a local user. UDP provides a procedure for a process to send messages to other processes with a minimum of protocol mechanism.

username: A name required for login to a remote system.

wildcard: A character such as * or ? that represents one or more characters in a filename. In a network, each operating system supports

its own wildcard characters and syntax. When you use wildcards on a remote host, follow the conventions that apply to that host.

Technical assistance

Users in the U.S. and Canada, and worldwide resellers Contact FTP Software®:

Telephone: **(800) 382-4387**

(508) 685-3600

E-mail: **support@ftp.com**

Fax: **(508) 794-4484**

or

Users outside of the U.S. and Canada Contact your local reseller.

Tip

For FREE online technical services, see:

World Wide Web: **<http://www.ftp.com>**

Anonymous Ftp Server: **ftp.ftp.com**

Bulletin Board System: **(508) 684-6240** (settings 8,N,1)

CompuServe: **GO FTPSOFT** (PCVENJ Section 8)

