

Little Star Options

The option dialog is the heart of Little Star. It is where you tell it how to behave and where to behave that way. There's a lot of check boxes and buttons in this program, but they're all explained in this help file. Also, you can hold the mouse pointer over an option for a second or so to see a brief description of what it does.

I have given each option a "Resource Index", which is a relative level of CPU intensity for the tasks involved with the option. These will give you some idea of how busy you are making the script.

Don't let these levels scare you... a pentium 166 can easily handle every option enabled while you're opped on 10 very busy channels and 5 other applications running at the same time without slowing down. I included these levels so people who run a 486 on several channels would have an idea what to start disabling if they are experiencing lag.

A resource index of 1 means it uses very little resources; an index of 10 means it's a pretty intensive task. An index of 0 indicates that the option will use the same resources even if it is disabled.

If you are new to IRC, I have included several definitions of terms that may be confusing to you. Any text that appears in green with a dotted underline will pop up a quick definition for you.

There are 8 main tabs in the options dialog:

CTCP Options

Messages

Join & Connect

DCC Options

Channel

File Server

General

Other

Nick Completion

Tolerances

CTCP Options

The follow section defines how Little Star handles CTCP's. Detailed information about how the script handles these can be found in the CTCP Replies section of the main help file.

Sound Requests - you can select to accept sound requests from anyone, to accept sound requests only from people in your user list, or to not accept sound requests at all. Note that if you are accepting from anyone or from known users, you must still have mIRC set to accept sound requests (which I preset in mIRC's options). If you are not accepting sound requests (or at least not from unknown people), a CTCP SOUND will trigger your flood protection unless you select to never have sound requests trigger your flood protection. Sound requests from recognized address will never trigger any type of protection. Sound requests from unknown address will be monitored for excessive requests, for which you can set the sensitivity.

Auto Request File I Don't Have (resource index 2) - sends a *!nick file.wav* if <nick> does a /sound for a file you don't have in your .wav directory (including nested sub directories). This doesn't guarantee you'll get it... the other person has to have that option on in mIRC (it is in mIRC 5.0 and later).

Auto-accept and Save to My .wav Directory (resource index 0) - if you enable the "auto request files I don't have" option, you can also enable this one, which will auto-accept any files you request and save them to your .wav directory.

[Auto-Perm Ban Flooders](#) - ([resource index 1](#)) if you enable this option, you will add any non-recognized addresses to your permanent ban list this if a CTCP flood is detected, as detailed in the [CTCP Replies](#) section of the main help file.

[Auto-Perm Ignore Flooders](#) - ([resource index 1](#)) if you enable this option, you will automatically add the address of anyone who attempts a CTCP flood on you to your ignore list.

[Ignore, Do Not Kick](#) - ([resource index 0](#)) if you enable this option, you will not kick when receiving excessive CTCPs. All other protection will be the same (i.e. you will still add them to your permanent ban and/or ignores lists).

[Never Be Triggered by Sound Requests](#) ([resource index 0](#)) - if you enable this, sound requests will not trigger any of your flood protection, nor will the speech modulator inform you verbosely each time you receive a sound request if you are not accepting them. If you join channels that use sounds a lot, you probably want to turn this on!

Messages

In this section, you can enter the various messages Little Star will use. You can add color to all messages except the quit message (adding it to the quit message would be fine if you quit with the "quit" in the status window popups, but will not appear correctly if you quit with mIRC's "disconnect" icon or by closing out mIRC with the X in the upper right corner).

Add color, bold, or underline codes just as you would in mIRC (CTRL-K, B, and U).

The following messages can be changed in the tab:

[Standard Kick](#) - kick message used when no other message is specified for a kick (i.e. "Quick Kick"). This will also be the default message appearing in the kick reason drop-down list in the "kick with reason" dialog when it first loads (activated from the channel names list popups).

[Standard Kick-Ban](#) - kick message used when no other message is specified for a kick-ban. This will also be the default message appearing in the kick reason drop-down list in the "kick-ban" dialog when it first loads (activated from the channel names list popups).

[Default Shitlist](#) - the kick message used when kicking someone in your permanent ban list if no reason was specified for that address. Also, it is used the very first time you shitlist someone from the channel names list (Little Star does not wait for you to enter the reason; it kicks first then asks for the reason for speed purposes).

[Text Flood Kick](#) - kick message used when the text flood or tsunami flood detectors are triggered

[Join Flood Kick](#) - kick message used when the join flood detector is triggered

[Nick Flood Kick](#) - kick message used when the nick change flood detector is triggered

[Ghost Clone Kick Message](#) - used to kick a clone. When a clone enters your home channel, Little Star assumes its a ghost and kicks only the first one with this message.

[Clone Invasion Kick](#) - used to kick multiple clones... should another clone from that address join within 60 seconds, you will ban the address and kick anyone who matches with this kick message.

[Mass Kick Kick](#) - (sorry for the terminology :P) kick message used when Little Star detects a mass kick

[Mass Deop Kick](#) - kick message used when Little Star detects a mass deop

[Anti-Exclamatory](#) - kick message used to kick anyone who uses !commands if you have "Anti-Exclamatory Kick" enabled.

[On Invite](#) - used when doing an "Invite" kick, whether automatic by Little Star are done as a result of you pressing Shift-F5 upon receiving an invite, as described in the previous section.

[Long Word Kick](#) - kick message used when someone triggers Little Star's long word detector.

[Color Kick](#) - kick message used when someone triggers the "auto-kick on color" option

[Shut-Up Kick](#) - kick message used when someone violates a shut-up ban placed against them. A shut up ban can be placed on any non-recognized person in the channel names list popup window.

[Excessive Client Kick](#) - kick message used when Little Star detects excessive clients on an address.

[Excessive Censor Violations](#) - kick messaged used when you are banning someone for excessive censor violations.

[Auto Kick-Ban Message](#) - message used when you are select the "Auto Kick-Ban" option, in the "Mass Destruction" section of the channel window popups.

[IRC Op Filter Kick Message](#) - the message that you will use when you use the "IRC Op Filter" from the channel window popups.

[Wont Reply Message](#) - this is the CTCP reply you will send to anyone who is not in your user list. Note that "time" will give a different response and "version" will be responded to with the version reply. Other CTCP replies will appear like this: **[Scoobster won't reply] because I do not know you**

[DCC Received Message](#) - this is the /notice you will send to someone if you are accepting a DCC Anti-Idle Message - this is the message you will use when you enable "Anti-Idle", found in the "Other" section of the main window popups.

[Auto-Away Message](#) - this is the message you will be set away with if you have "auto-away" with enabled and you're automatically being marked away for inactivity.

[Quit Message](#) - this is the quit message you will use when you select "Quit" from the "Other" section of the main window popups, or type /quit with no reason specified. It will also use this message when you disconnect with the icon in the toolbar. However, once you modify this message in the options program, it will not take affect in the toolbar disconnect until the next time Little Star runs.

[Join and Connect](#)

[On Connects](#)

In this section, you can set Little Star to perform various actions upon connecting to a certain server group (DalNet, Undernet, GalaxyNet or Other). You may enter any commands that mIRC understands and use SOME of the identifiers. I know \$me will work, but I'm not sure about all of them.

Enter each command on a separate line. These lines will be sent to the server, with a slight delay between lines (necessary on some nets, like Undernet, that only allows so many commands at once and some people like to auto-join 10 channels, then have the script do 10 more things when it joins each channel!)

Example:

```
/mode $me +i-ws  
/join #Lamest #MyChannel
```

[Always Join](#)

You can enter channels into the "Always Join" list which Little Star will always make sure you are on, checking every 30 seconds. This can be useful if you get banned... you'll automatically keep trying until you can get back in. You can enter 4 separate "always join" lists: Undernet, DalNet, GalaxyNet and All Others.

Note: Little Star will make sure you join all these channels when you first connect to a server. So, you if put channels here, there is no need to list them in the "On Connects" described above.

[DCC Options](#)

The DCC options you set in this section will override the ones set in mIRC's options. You can select to auto-accept, ask, or refuse DCC chats and sends from recognized addresses and non-recognized addresses.

Also, you can select to respond with an away message if you are away and receive a DCC chat request. By doing that, people won't sit there waiting for you to say something when you auto-accept their DCC chat but you are away! This message will be sent if you are auto-accepting or asking, but not if you are refusing. In that case, you will send the usual message that you are not accepting DCC chats, as explain in the CTCP replies section of the main help file.

[Channel](#)

In this section, you set various channel protections and options. You can specify option schemes for as many channels as you'd like. Also, there is an "Unspecified Channels" listing, which you cannot

remove. Any channel that does not have it's own scheme will use the options for the "Unspecified Channels".

To add a channel scheme, click the "Channel List" tab. Enter the channel name into the text box (if you don't include the # at the beginning, it will add it for you) and click "Add". The options for the new channel will be set to a certain default, which I chose to exemplify some of the possibilities of the various options and messages.

To remove an option scheme, select the channel name in the list box and click "Remove".

There are 5 tabs with channel specific options. Each one contains a drop-down list of all the channels listed on the "Channel List" tab. To edit options for a channel, select it from the drop-down list. All 5 tabs will be set to edit the same channel (i.e. you do not have to select it from all 5 drop-down lists).

The available options are as follows:

On Join Tab

Perform on Join - in this edit box, enter the commands that should be performed when you join this channel. Any valid mIRC command will work, as will global identifiers. However, event specific identifiers will not work (i.e. you can use \$me, but not \$chan). Enter each command on a separate line. When you join the channel, the commands will be sent with a one second delay between lines. There is no limit to the number of lines you can add.

Example:

```
/msg #Lamest hello everyone!
```

Bot to message for ops (resource index 0) - you can enter a bot nick to message for ops when you join this channel. The bot must be on and opped on this channel when you join, and its address must be listed in your bots list or else you will not message it. Also, you can select to always message that bot if you get deopped on that channel by anyone other than yourself.

Note: due to the nature of this option, it is not available for "Unspecified Channels".

Ops & Bans Tab

Deop on Server Op - (resource index 2) if you enable this option, you will deop on server-op on this channel. You can select to deop everyone on serverop or only unrecognized addresses (i.e. people who are not listed as an op or higher on that channel).

Detect Mass Deops - (resource index 4) if you enable this option, you will check for "mass deops". A mass deop is 3 deops by the same person within a 10 second timeframe. A mass deop will result in you kicking with the message you set as your "Mass Deop Kick Message". Note that you will not ban... you will only kick. Also, this will not always work! For example, if someone does this:

```
mode #channel -oooo nick nick nick nick
```

```
mode #channel -oooo nick nick nick nick
```

If you are one of the first nicks deopped, there is no chance of it working. If you are one of the later ones, there is a chance it will work if you are not lagged too much.

You can select to make ops or higher exempt, or only masters and bots.

Detect Mass Kicks - (resource index 4) if you enable this option, you will check for "mass kicks". A mass kick is 3 kicks by the same person within a 10 second timeframe. A mass kick will result in you kicking with the message you set as your "Mass Kick Kick Message". You can select to make ops or higher exempt, or only masters and bots.

Auto Op Ops - (resource index 0) if you enable this option, you will auto-op anyone who is listed as an op or higher on this channel.

Hint! This is a **REAL** bad idea, unless you don't care about channel takeovers :)

Auto Op Masters - (resource index 0) if you enable this option, you will auto-op anyone who is listed as a master or higher on this channel.

Auto Op Bots - (resource index 0) if you enable this option, you will auto-op anyone (or in this case, I should say *anything*) who is listed as a bot on this channel.

Note: you will auto-op your clones only if one of the above 3 auto-op options are selected.

Auto Voice Friends - (resource index 0) if you enable this option, you will automatically set mode +v (voice) for anyone in your friends list on this channel.

Auto Voice Everyone - (resource index 0) if you enable this option, you will automatically set mode +v (voice) for anyone that joins this channel, unless you are auto-opping them. This can be used in conjunction with the Deop/Devoice userlevel to automatically control voice on a moderated channel.

Op By Password - (resource index 1) if you enable this option, anyone in your ops or masters list can use Little Star's op by password. They can:

/msg <yournick> .pass <password> to set a password

/msg <yournick> .op <password> to make you op them

/msg <yournick> .chpass <oldpass> <newpass> to change a password

Note: you can manually add/change passwords in the [User List Maintenance Utility](#).

Note: the words "pass" and "op" have a period in front so they won't be confused with lines of text that begin with those words in a query window (I tried it without the period... it does happen sometimes!)

Note: Since private messages have no channel parameter, you will op them on any and all channels the two of you are on (assuming they are in your userlist as an op on that channel).

Note: you will not see any of the .op, .pass, or .chpass messages and they will not cause a query window to be opened.

Protect ops - (resource index 2) if you enable this option, you will re-op anyone who is deopped by anyone other than a master. People can deop themselves.

If you are in the first row of nicks getting deopped, there is no chance it will work. Even if you are in the second, you have to be less lagged than the deopper for it to work, but it's better than nothing!

Match Bans - (resource index 3) if you enable this option, you will monitor bans on this channel and kick anyone who matches with the message "Banned: <banmask> by <nick>".

Note: You will not kick anyone who is in your friend lists and "Monitor Bans Against Friends" takes higher precedence (i.e. if a ban matches a friend, it will be removed and Little Star will be done... you will not kick anyone who matches) if you have that enabled.

Monitor Bans Against Friends - (resource index 3) if you enable this option, you will remove any ban placed against anyone who is in your friends list or higher, unless it is placed by a master. Bans placed by a master will only be removed if they are against you or a "bot".

Remove Server Bans - (resource index 1) if you enable this option, you will remove bans placed by a server (which happens after a net merge) on this channel. Note that Little Star can only remove them one at a time (i.e. you cannot do a /mode -bbb in this case), and some Undernet servers do not like excessive -b's done like that.

Protection Tab

Enforce Mode - (resource index 2) if you enable this option, you will enforce a channel mode. You will check when anyone, either a person or a server, changes the channel mode and will not allow deviation from anyone except yourself.

Note that you can choose no preference for a mode (+tn-pmilk gives no preference to + or - s).

Idle Kick After - (resource index 7) if you enabled this options, you will kick unrecognized addresses for being idle on this channel for specified amount of time.

Kick For Text That Repeats in... - (resource index 10) - watches unrecognized address for repeating text and kicks accordingly. The kick message will be the amount of time (minutes/seconds) since the person used that line. Note that lines that are 3 characters or less in length will not be counted, preventing it for kicking for things like: oh, hi, ok, lol, :)

Bitch Mode - (resource index 2) if this option is enabled, you will not allow anyone who is not in your userlist (at op level or higher) to be opped on this channel.

Check for Multiple Clients - (resource index 5) if you enable this option, you will check the address of any non-recognized person who joins this channel, looking for multiple connections. This is useful for catching flooders before they flood! If anyone exceeds what assign as "Excessive Clients", you will ban the address and kick anyone who matches with the message you set as your "Excessive Clients Kick Message". Note that Little Star does not check address that appear to be coming from someone on a UNIX system for obvious reasons (they are not differentiable from other addresses on the system like dial-up addresses are). Anyone in your userlist is exempt.

Note: if you have this enabled, your /who replies will not include the channels that the address is on (it

would be redundant; the /whois shows you the channels and most people have "/whois on join" enabled). Try using Little Star's /swho command... it's nicer anyway :)

Detect Clones - (resource index 2) if you enable this options, you will not allow clones from non-recognized addresses on this channel. When a clone joins, Little Star assumes the first nick is a ghost. There are three options for dealing with this situation:

Kick Clones - It will ban the first nick (in case it was not a ghost) for 60 seconds and kick the first one with the message you set as your "Ghost Clone Kick Message".

Notice Channel - It will notice the channel that a clone was detected, but not kick.

Only Echo - It will echo to you that a clone was detected, but not notice the channel or kick.

If another clone joins from that address within 60 seconds, it is assumed to be a "clone invasion". In that case, you will ban the address and kick anyone who matches with the message you set as your "Clone Invasion Kick Message".

Detect Nick Change Floods - (resource index 3) if you enable this option, you will monitor for nick changes from the same host.domain address (not just the same connection). A nick flood results in a kick-ban with the message you set as your "Nick Change Flood Kick Message". Anyone in your userlist is exempt.

Detect Join Floods - (resource index 3) if you enable this option, you will monitor joins on this channel. A join flood is multiple joins from the same ip and results in a ban on the address, both in user@*.domain and *@host.comain form. You will kick anyone who matches the address with the message you set as your "Join Flood Kick Message". Anyone in your userlist is exempt.

Detect Text Floods - (resource index 2) if you enable this option, you will monitor for text floods. A text flood is excessive messages, descriptions, or notices sent to the channel and results in a kick (no ban) with the message you set as your "Text Flood Kick Message". Anyone in your userlist is exempt.

Detect Tsunami Floods - (resource index 1) if you enable this option, you will monitor for Tsunami-type floods on this channel. If one is detected, the responsible nick will be a kick-banned with the same message you set for your "Text Flood Kick Message".

Exclamatory Kick - (resource index 1) if you enable this option, you will kick anyone who uses those annoying !type commands on any channel you are opped on with the message you set as your "Exclamatory Kick Message". It does not ban, it only kicks, and anyone in your user list is exempt.

Long Word Kicker - (resource index 10) if you enable this option, you will kick any non-recognized person who whose channel text includes what you set as a "long word"... that is, a certain number of characters with no spaces. It only kicks on the first offense. A second offense within 20 seconds will result in a ban.

Caps Kicker - (resource index 10) if you enable this option, you will kick any non-recognized person who uses what you set as "Excessive Caps" in a single line on any channel you are opped on. It only kicks on the first offense. A second offense within 20 seconds will result in a ban. The kick message will show how many caps were used. Here's an example of how the kick message might appear:

*** Lamer was kicked by Scoobster (Ackkk! 92 caps!)

Note: These two options (caps kicker and long word kicker) work at the same time... that is, Little Star determines the number of caps in a line and if a long word exists in the same function. This function is a resource hog, but will only be called once if either or both of these options are set. That is, if you enable one, you might as well enable both... once one is enabled, the other needs to do very little work.

Color Kick - (resource index 1) kicks non-recongized people for using mIRC's color, bold, or underline codes (why? because not all channels allow them!)

Censoring Tab

Channel Name Censoring (resource index 4-9, depending on the size of the censored list)

This section allows you to enter channel names, or words that are part of channels names. If you are opped on a channel and do a /whois on someone (either manually or an automatic /whois) and any of the words appear in the "Channels:" part of the whois reply, the person will be kicked. There is also an option to ban, which will be set using !*user@*.domain format. It responds to both automatic /whois replies and ones you do yourself.

To add a channel to the list, enter it in the edit box and click "Add". To remove a channel from the list,

select it from the list box and click "Remove".

Note: for this to work automatically, you need to make sure "Whois on Join" is also enabled.

Note: this list **is** specific to the channels you don't want to see in a /whois reply while you are on this channel.

Note: this will obviously not work on a channel that is +s because you will not see it in the /whois reply.

Note: you do not have to enter complete channel names, but you can.

Example (if your list looked like this):

```
#100%goatsexpics
goat
#teen
```

If someone joined from #100%goatsexpics, there is a match in the list and it would kick them.

If someone joined from #goatsmilkrules, you would kick them because the word "goat" is found in that name.

If someone joined from #teen, there is a match and you would kick them.

If someone joined from #teenonly, you would kick them because "#teens" is found in that name.

If someone joined from #preteenchat, there is no match in the list and you would not kick them. The word "#teen" is not found in this channel name... perhaps the word "teen" might be what you would want to add instead.

Depending on the type of channels you hang out on and what goes on there, the words "sex", "pics", and "warez" are the words most commonly put here.

Text Censoring (resource index 2-7, depending on the size of the censored list)

This section allows you to "censor" text on a channel. If anyone uses any of the words that you set as a violating word in text, actions, or notices on any channel you are opped on, they will be kicked or kick-banned. You can select: disable, watch everyone, or only people unrecognized people. Also, you can tell it to "never ban", or ban after a certain number of violations in a certain number of seconds, which you set.

To edit the censored word list, click "Edit Censored List" (takes a genius to figure that one out :P) You will be presented with a dialog box where you can add and remove words. To add a word to the violation list, type it in the text box and click the "Add" button. If it is already found in another word or phrase that is already there (i.e. "def" would already be found in "abcdefg"), you will be told that it is already there. Otherwise, it will be added to the list.

To remove a word or phrase from the violation list, highlight the line you would like to remove (by clicking on it) and then click the "Remove" button.

Note: this list is **not** channel specific! The same list is used for any channel you activate this option on.

Miscellaneous Tab

When anyone joins a channel... - (resource index 3) here you can select to send a notice or message to anyone (or only unrecognized addresses) that joins this channel. Global mIRC identifiers work, but event specific identifiers will not. However, I have ensured that the value of the variable %nick will contain the same data as the event identifier \$nick for this section.

Examples:

```
/msg %nick Hello there
```

```
/msg %nick Hello, welcome to #Lamest!
```

```
/msg %nick Hello %nick $+ , type ! $+ $me to access my fileservr!
```

Record Peak Info - (resource index 5) if you enable this option, Little Star to keep track of highest membership count for this channel. You can select "Show me new peaks", in which case Little Star will only echo to the active window when a new peak is obtained. Or, you can select "Notice channel new

peaks", in which case the script will echo and notice the channel that a new peak has occurred. Note that this option is not available for "Unspecified Channels".

[Whois On Join](#) - (resource index 1) if you enabled this option, you will do a /whois whenever an unrecognized address joins this channel. You can select to do a /whois always, or only when you are opped on that channel.

File Server Tab

[Maximum Number of Gets](#) - select the maximum number of simultaneous "gets".

[Enforce Upload to Download Ratio](#) (resource index 2) - if this is enabled, Little Star will make sure people cannot download more than the "ratio" amount multiplied by the number of bytes they have uploaded.

[Initial Credits](#) - if you enabled "Enforce Ratio", you can give initial starting credits.

Note: Little Star keeps track of credits by user@*.domain address, not by nick and the credit info for an address is kept until the next time you connect to a server. Therefore, your file server cannot be leeched by people changing nicks or by closing it out and restarting (to refresh the credits).

[Refuse File if I Already Have it](#) - (resource index 10) if this is enabled, drives c: and d: (if present) will be scanned for an existing file before accepting a DCC send from someone who is in fserve. It will automatically refuse the file if you already have one of an equal or larger size.

Warning! this is nice for preventing duplicates; however, if you have many fservices open or a slow system, it may severely lag you! Directory listing are cached, therefore machines with adequate cache (512k recommended) will only have to scan the drive the first time. After that, you shouldn't notice much lag at all.

[Upon Receiving a DCC Send...](#) - these are DCC ask/get/refuse options for people in fserve.

Triggers and Directories

You may enter 2 starting directories and 2 triggers for auto-fserve access; however, you do not have to use both.

The starting directories you set here will also appear in the various popups, under "File Server".

However, from the popups, you are not limited to these 2 directories (you can click "Other Directory" to get a directory selection dialog box).

[Starting Directory](#) - select the starting directory for the file server. Clicking the "?" box will bring up a directory listing. Remember that when you give access to a directory, the person has access to that directory and every directory beneath it.

[Auto Initiate](#) (resource index 2) - if you enable this, people can auto-initiate your f-serve by typing a certain word in the channel window OR in a private message to you. Little Star only looks at the first word... do not make it a multi-word trigger! It can be anything, but it is usually done with a word that begins with a ! (yeah, those !commands I hate so much :P) I made it respond to private messages on purpose, so be nice to the people on your channel and have people /msg you in private. You can use this in conjunction with the "[Timed Message Creator](#)", which will send an automated timed message, if you wish to run an anonymous file server.

[When Refusing Access...](#) - when refusing access to your automated file server because of a file server ban, you can chose to refuse quietly, or notice the person the ban reason. If you chose to notice and you didn't specify a reason for a ban, it will appear as "You are banned from this file server". Otherwise, it will appear as "You are banned from this file server: <reason>".

General Tab

[DDE Service Name](#) - enter the DDE service name you want mIRC to use. It does not matter what this is unless you run an external application that cares. If you have two Little Stars in two different directories, you should use different names for each. However, this does not matter much since Little Star will detect **any** other program running with the same DDE name (not just another Little Star as in previous versions) and will pick a random name if it can't get the one it wants. Also, Little Star negotiates names with all of its own separate applications (so you can safely run multiple instances of Little Star and any of its external apps). Changing the DDE service name will not take affect until the

next time you start the program.

Nick/ChanServ Password - enter the passwords you use for NickServ and ChanServ (if you use them).

My Usual Nick - the nick used for the nick options described below and the "auto-get nick" routine.

Attempt to make sure I always have this nick (resource index 0) - if you enable this, Little Star will always attempt to get the nick specified in the "My Usual Nick" field. Note that you cannot deviate from this with a /nick command! If you want to deviate from it, use /cnick <nick>.

Automatically use Nick_ if Nick is in use (resource index 0) - sets your nick to Nick_ if Nick is in use, Nick__ if Nick_ is in use, etc.

Use Alternate Re-Join on Kick (resource index 2) - if you enable this option, you will use Little Star's re-join on kick instead of mIRC's. This re-join will allow you to automatically re-join a channel that is keyed. However, the channel window will be close and re-opened so you will lose the channel buffer. But, if you hang out on keyed channels, this is the only way to do it!

Note: mIRC's "re-join on kick" will **not** automatically be disabled when you enable this. For it to work properly, you **must** disable mIRC's "re-join on kick" option.

Popup Alternate Server Dialog on Startup - this option will make Little Star's "Connect to Server" dialog popup when you start the program. On slow systems, this may take a little while so you probably wouldn't want to use it. But, for faster machines, it is a pretty neat dialog. It runs off mIRC's servers.ini file and has an explorer style tree-view list instead of a drop-down list. Every server group (i.e. Efnets, Undernet, Dalnet) that appears in your server list will have its own node in the tree. The server info from the last server you used will be preset in the appropriate fields.

Other Options Tab

Startup Options

Keep Me Connected (resource index 0) - if you enable this option, Little Star will make sure you are always connected to a server. If you get disconnected, Little Star's "Reconnect Wizard" will pop up after 15 seconds. It will determine the group you just disconnected from (i.e. Efnets, Undernet) and then try random servers from that group. It will pick a new random server every 30 seconds until you are reconnected. If the server you are on is not in your server list, Little Star will not be able to determine your current group and the attempt will fail. To prevent this from happening, put all the servers you use in your server list! Also, be sure to provide it with plenty of servers from that group to try to connect to.

Important! The reconnect wizard will pop up if you use the "quit" from mIRC's menu bar! To quit without having it pop up, use the "quit" in the status window popups.

Hint: This option, combined with "Get My Nick" and setting a channel to auto-join on connect, is very useful if you are trying to keep yourself on a channel while you are away. If you should be disconnected from your server, Little Star will make sure you reconnect. Once connected, you will join any channels you specify in the "On Connect" section and, should your nick still be in use (as it often is when you get disconnected), Little Star will get your nick back for you.

Auto Lag Check - (resource index 1) if this is enabled, Little Star will update your menu bar every two minutes with your current lag. It does not work through "ping", so you will not see anything going on in your status window.

Enable Session Logging - (resource index 7) if you enable this option, Little Star will record joins, parts, quits, kicks, and mode changes from all channels you are on. It can be a nice little tattle-tale, but if you find you don't use it shut it off as it does access your drives quite a bit.

Reset Session Logs on Startup - if you enable this option, your session logs (which record data pertaining to joins, parts, quits, ops, deops, and kicks) will be reset each time you connect to an IRC server. If you choose not to enable this, be sure to clear out the files manually once in a while. They are ops.log and joins.log in Little Star's \log\ directory.

Remote Access

Enable "Seen" - (resource index 0) if you enable this option, you will respond to the text "seen <nick>" on a channel with how long it has been since that nick was on the channel while you were there. You will respond with the number of days, hours, and minutes.

Note: Little Star only records "seen" information for people who are in any of your user lists and it will be recorded even if this option is off, so the data will be there in case you decide to turn it on.

Enable !ping - (resource index 2) if you enable this option, people can type !ping in a channel window or

a query window. You will respond by pinging the person and sending a /notice with their ping reply. Little Star will not respond to the same address more than one time in any 30 second interval.

[Enable Bot Lite](#) - this enables or disables Little Star's [Bot Lite](#) section, which is detailed in the main help file. You can also enable/disable it in the "Bot Lite" section of the main window popups.

[Bot Lite Logging](#) - if this is enabled, you will log all Bot Lite commands which can be viewed at any time from the Status Window Popups

[Auto-Greet](#)

[Auto-Greet Friends](#) - if you enable this option, you will greet any recognized address when they join a channel. To modify the format of the message, click "Color Palette" and set it however you wish.

[Allow Info Lines](#) - if you enable the above option, you can also select to allow info lines. If you do this, people can /msg <yournick> .info <info>. You will say the info line along with the auto greet. Also, you can manually add/edit/delete an info line in the userlist maintenance utility.

[Miscellaneous](#)

[Auto-Away After 15 Minutes](#) - ([resource index 4](#)) if you enable this option, you will automatically marked away after being idle for 15 minutes, with the message you set as your "auto-away" message. You will automatically be marked back when you send text to the server again.

[Ban List Active](#) - if you enable this option, you will not allow anyone who is in your permanent ban list to be on a channel you are opped on, assuming the ban is active on that channel or it's a global ban. You will kick upon join and scan the current channel list when you become opped to check for banned addresses.

[Auto Kick on Invite](#) - ([resource index 1](#)) if you enable this option, you will kick and ban anyone who invites you to a channel. Anyone in your user list is exempt.

Note: if you do not enable this option, you will be given the option to kick anyone who invites you by pressing Shift-F5. You will be given instructions upon being invited.

Note: if you have this disabled, or the person is recognized, you will not auto-join but you do have the option of joining with Shift-F6.

[Auto-Cycle to Gain Ops](#) ([resource index 4](#)) - if you enable this option, Little Star will always gain ops on a channel when possible. Should everyone else leave and you are the only one left on a channel but not opped, you will part then rejoin to gain ops. Little Star will check all channels you are on every 15 seconds.

[Revenge When De-Opped](#) ([resource index 1](#)) - this option was designed to help stop op/deop script wars. If someone deops you, you will remember it. If you have the script set to automatically /msg a bot to get reopped, you will do so (or someone else can re-op you manually). If that same person deops you again within 30 seconds, they are on a temporary revenge list. If you are opped again within 30 seconds, you will deop that person as soon as you get opped, preventing them from deopping you again.

[Visual Alert on My Nick](#) - ([resource index 1](#)) if you enable this option, you will be notified with a brightly colored echo when someone uses your current nick on any channel (if that channel is not the active window). It will appear like this: **Nick@Channel: text**

[Nick Completion](#)

This tab is similar to the "Color Palette" in the "Auto-Greet" section. The scheme you set here will be used when you use the nick completion with two ::'s instead of one.

[Tolerances](#)

[Text flood, join flood, nick flood, excessive caps is, a long word is, excessive clients is](#) - relate back to the options described in the channels tab.

[Temporary Bans Last](#) - this is the amount of bans that are set by Little Star will last. Actually, any ban except the "permanent bans" done from the channel names list will last this long (automatically removing bans is a good way to make sure your channel ban list, which can only hold 20 bans, from filling up).

[Excessive Lag Is](#) - this is the amount of time, in seconds, that you consider excessive. Little Star will notify you if your lag exceeds this amount if you have "Auto Lag Check" enabled.

[Maximum Mode Changes Per Line](#) - select the maximum number of mode changes allowed per line on

the network for use. Little Star will not never exceed this (i.e. it will do a `/mode -oooo` only if your maximum mode changes per line is 4). It is 4 for Efnets and Dalnet, 6 for Undernet, but may be less on some others.

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Help file generated by VB HelpWriter.

Server-Op

A server op occurs after a netsplit. A netsplit is when a server (or group of servers) lose connection with the rest of the net. People on one side see people quitting with a "irc.some.net irc.other.net" message. At the same time, the folks on the other side see those people quitting with the same reason.

Lets say NickA is opped on #Lamest, but on a split server. When the server rejoins with the rest of the net, it will set mode +o for NickA. That is a server-op.

"Riding in a split" used to be a good way to take over a channel. If you were the only one there and the only one opped, you could sit there and wait for the servers to link. When they did, your script could try to deop everyone before they deopped you.

However, most servers today timestamp ops and will deop people themselves if you weren't opped on that channel before the split. However, it is still a good way to re-gain ops on a channel that has none.

Channel Mode

Channel modes can be set by any channel op and are as follows:

+t: only channel ops can change the topic

+n: no external messages (you can't /msg #channel or /notice #channel if you're not on it)

+s: secret, channel will not show in a /list, nor will it show in a /whois reply unless the person doing the /whois is also on that channel.

+p: private, channel will show in a list, but will (supposedly) not show in a /whois unless the person doing the /whois is also on that channel.

+m: moderated, only text from people who are voiced (have a + by their nicks) will appear on the channel.

+i: invite only, you cannot join the channel unless you are invited by someone who is already there (with the /invite command).

+l <#>: limited, the number of people on the channel cannot exceed the set limit.

+k <word>: keyed, you cannot join the channel unless you know the key word. To join a keyed channel, use /join <#channel> <key>.

Like this one!

Sound Requests

A sound request is a /CTCP <nick> file.wav <optional message>. If the receiving person has an IRC client that will respond to this ctcp, the .wav (sound) file will be played. The "optional message" just gets echoed.

You can also use mIRC's /sound file.wav <optional message> command, which will make you play the .wav also. Or, you can use Little Star's /s file<.wav> <optional message> shortcut, or any of the "Sound" items under "CTCP" in Little Star's various popup windows.

You can set various options in mIRC by clicking the "General Options" icon, which is the 4th icon from the left in mIRC's toolbar

