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# User Lists

Little Star's userlists is how it keeps track of who you know and who you don't know. This information is necessary so you can protect yourself and a channel without kicking, banning, or ignoring people you are friends with. Little Star recognizes people by their addresses, not their nicks (anyone can fake a nick). If you are new to IRC and aren't quite sure what a hostmask is, [click here](#) to read more about them.

Little Star has maintenance-free user lists; I tried to make maintenance of these lists completely automatic and internal. You should not have to do any manual editing of your user lists. In fact, doing so will probably create an error somewhere along the line. Little Star knows which address belong to who; that is, if you remove someone or change a user leve, the change will automatically be associated to all hostmasks that person has.

Little Star includes two programs that help maintain your userlist: one that runs everytime you start Little Star and another you can run at any time from the "Little Star" menu bar popup. Both will help ensure your userlist stays intact with no missing information. This section explains the various user levels and explains how user lists are maintained.

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## Channel Specific Lists vs. Global Lists

As of Little Star 5.0, you can select to use "Channel Specific" user lists. This means that a person only has a certain user level on the channel they were added from. If you select this option, you can only add people to your user list from the nick list popups in a channel window; you cannot add them from the query window popups.

With channel specific lists, a person can be added as an op on as many channels as you want; however, they will have the same user level on all channels listed for them. They cannot be in your ban list on one channel, your op list on another, and your masters list on another. You can add and remove channels to and from a persons list of channels in the User List Maintenance Utility.

Even if you are not using channel specific lists, channel info will be added to someone when you add them to your userlist, but they are still global users. If you are not using channel specific user lists, the only time you will even see this information is in the userlist maintenance utility. Don't worry about it; they are global users. However, the channels will be there in case you decide to turn "channel specific userlists" on at a later time.

For events that happen outside a channel (i.e. a CTCP or a private message), anyone in your friends list or above on ANY channel is treated as a recognized user.

Although it is minimal, you should be aware that selecting to use channel specific user lists will make the script consume more resources and, on a system with no cache to spare, will increase access to your

hard drive quite a bit.

### What are the different user levels?

There are 5 user levels: deop/devoice, friend, op, master, and bot.

**Deop/Devoice List** - people in your deop/devoice list will not be allowed to be voiced (+v) or opped (+o) on a channel (if they are in your userlist for a certain channel, or on any channel if you do not use channel specific user lists) if you are opped. The only exception is if they are voiced or opped by someone in your bots list (no sense getting into a op/deop war with a bot). This can be used with the "Auto-voice Everyone" channel option on a moderated channel to keep everyone except a certain few voiced.

**Friends List** - people in your friends list are exempt from channel flood and clone detection, are affected by the various DCC options and you will give them an actual CTCP reply. They will not trigger any of Little Star's CTCP flood protection (as described in detail in the [CTCP Replies](#) section) and will not trigger any of the channel flood/censor kicks.

**Ops List** - people in your ops list have all the privileges of people in your friends list, plus: you will not deop them on serverop (if that option is enabled); they can be auto-opped or can access your op by password section (depending on how you have those options set). You will allow them to be +o if bitch mode is active.

**Masters List** - people in your masters list have all the privileges of people on your ops list, plus they have limited remote control over your program through the [Bot Lite](#) section (if you have it enabled). Special considerations are taken into account for actions done by masters. Bitch mode will not deop someone who is opped by a master, a master is exempt from mass deop and mass kick protection, and you will not remove any bans places by a master (unless they are against you or a bot).

**Bot List** - This list was intended for a bot, not for your best friend! Basically, someone (or something!) at the "bot" level is allowed to do anything. Nobody can deop a bot; you will always reop. You will immediately remove any bans that match the address of a bot and they are exempt from all of your protection, regardless of who their actions are against (except yourself of course!). This level was added to make sure Little Star will not interfere with a bots attempts to hold a channel (such as kicking a bot for a mass-kick when a bot mass-kicks a bunch of flood clones).

Anyone who is not in one of these lists is considered to be a stranger. Strangers are subject to being kicked by your various channel protection routines and you will not give a real CTCP reply to them. Also, they may not be able to initiate a DCC with you, depending on how you have those options set.

### Adding to User Lists

To add someone to your user list, select "Add to User List" from the [channel names list popups](#) or from the query window popups. You will be presented with a dialog box where you select the level to add the person to. A `*!*user@*.domain` hostmask will be suggested, but you can modify this hostmask however you want. Also, you can manually edit the nick before adding.

You can select to add "quietly" or "verbosely". Adding verbosely sends the person a /notice telling the person that he or she has been added to your user list (and at what level) and that they can /CTCP <yournick> HELP for more information. The "verbose" option is not available when you add a temporary friend or bot. [Click here](#) to see the actual messages that are sent if someone does a CTCP HELP.

**For Friends List only** - you have the option to add permanently or just for the current session. If you select to add them for the current session only, they will not be added to any of Little Star's internal lists and their addresses will be removed from users.ini the next time you connect to an IRC server.

**Note:** Little Star uses mIRC's \$address identifier everywhere. This requires the person to be in mIRC's internal address list, which means they have to be on one of the same channels as you. If you try to add (or remove) someone and Little Star does not have the address in the internal address list, it will attempt an alternate method. This method uses a restructured /userhost command and may take a few seconds, depending on your lag. It does not matter which way it is done... Little Star still maintains the same accurate user list each way.

### Removing from User Lists

To remove someone from any of your user lists, select "Remove User" in the channel names list or query window popups. Or, you may remove someone who is not currently on IRC with the User List Maintenance Utility, discussed later in this section.

If you want to completely delete your userlist: close down Little Star, delete the file userlist.ini, then restart the program. All user/ban info will be gone!

### Viewing User Lists

You can view your userlists by running the User List Maintenance Utility, discussed later in this section.

### User List Manipulation

Adding, removing, and changing user levels or information is pretty much automatic but can also be done manually. If you do something wrong, Little Star will let you know and suggest an alternative action. Also, manual manipulation is allowed in the User List Maintenance Utility. The following is a description of what is available:

#### Adding a Hostmask

Automatically adding a hostmask will work only if the person is using the nick Little Star knows them by, otherwise Little Star will add them as an entirely new user. To do this, simply add the person to your user list again. The hostmask will be added. Note that if you add them to a different list, the hostmask will be added AND Little Star will change the levels of all hostmasks for that person to the new level. You can also add a new hostmask in the user list maintenance utility.

**Note:** if the person is not using the nick Little Star knows them by, adding a hostmask as described above will actually add the person as a new user. To add the hostmask to an existing nick, specify that nick in the adduser dialog box.

#### Changing User Levels

There are also two ways to change a user level. If the person is on IRC, you can simply re-add them to your userlist from the channel names list or query window popups. All addresses known for that nick will reflect the change. If the person is not on IRC (or you just don't want to do it that way!), you can change the level in the User List Maintenance Utility.

#### Modifying a Hostmask

Occasionally, you may want to modify the hostmask someone is recognized by. Do not do this on a regular basis; it should not be necessary. However, some times it may be necessary. Hostmasks can be modified in the User List Maintenance Utility, discussed later in this section.

#### Removing a Hostmask

If someone no longer uses a hostmask, you may want to remove it to keep your user list from filling with useless information. To do this, run the User List Maintenance Utility, select the hostmask to be removed, and click "remove".

#### Changing a Recognized Nick

If someone decides to make a permanent nick change, you can make Little Star recognize the person by that nick by simply re-adding them to your user lists. The change will automatically be associated to all

addresses known for that person. You can change a nick to anything you want, even if the person is not using that nick at the current time, by re-adding them to your userlist and entering the desired nick in the nick edit box. Note that if you don't add the person to the same list they were in, you will also change their level. And, once again, this can also be done in the User List Maintenance Utility.

### Transferring and Preserving User Lists

The "Transfer User List" option from versions of Little Star before 4.5 will no longer work. However, it is still quite simple to transfer a user list! Simply copy over the file userlist.ini. That's it, just the one file! Everything else will take care of itself. The file users.ini will be created the next time Little Star is started or the next time you run the User List Maintenance Utility (so, if you want it to take effect right away, run that program!). You may do this with any userlist.ini file from Little Star 4.5 or later, either from yourself or someone else. Userlist files prior to Little Star 5.5 and later than 4.5 are not exactly the same, but they will automatically be converted when you start Little Star. Userlist files prior to version 4.5 are not compatible (not even close!)

### User List Maintenance Utility

The User List Maintenance Utility is started by selecting "User List Maintenance" under "Little Star" in the menu bar. It will read in the file userlist.ini and create a file called users.ini, which is the info you see when you click "remote/users" in mIRC's tool bar. The file users.ini is what mIRC actually uses; however, this contains very little information. Everything the script uses is stored in userlist.ini and this is the only file that really matters (since users.ini is created from the data in userlist.ini each time you start the program or run the userlist maintenance utility)

First, a comment about this program... it works! If it doesn't then it is because you are running First Aid. I haven't figured out why yet (other than First Aid sucks), but it detects a non-existing error and crashes the program. If you run First Aid as a TSR, shut it off before you run the userlist maintenance utility and it will run fine.

Any manual manipulation of your userlist should be done from this section, as well as viewing your user list.

If there are any errors in your userlist, this program will pick them up when it loads. In some cases, it will inform you of the missing data and tell you what it is defaulting to so you can change it if you want. In other cases, it will tell you that data is missing and it will be removing someone from your userlist. (Although neither of these should happen unless you manually edit userlist.ini and mess it up somehow) In either case, your userlist will be complete again once the program re-writes the .ini files and exits.

To view or modify user list information while inside the User List Maintenance Utility, double click on any nick (or single click then click "View/Edit"). Modify the data, then click "OK". Or, click "Remove" to completely remove the person. You can change, set, or delete a person's password (used in the "op by password" section, however it will always appear as asterisks in the edit box).

The userlist maintenance utility also has a "Filter" tab. In that section, you can enter part of a hostmask, like \*net\* or \*netcom.com\* and click "Search". You will be presented with a list, from which you can view/edit info. Also, you can search for anyone who has been gone (i.e. the script hasn't seen them on IRC) in a certain number of days.

Help file generated by VB HelpWriter.

# Overview

The Little Star project has been under development for going on 2 years now. It started back with mIRC 3.x and has seen many changes. Going back to version 1.0 in March of 1996, my primary goal with this project was to create a script that can be easily customized without having to modify .ini files. That was done through popups and, to my knowledge, was one of (if not the) first script to do this.

Version 2.0, released in August of 1996, was the first Little Star to use a user-friendly Windows program to set the options that customize the script. Originally a single form with no tabs, about 10 check boxes and 10 modifiable messages, Little Star's main options dialog has been growing ever since. Virtually all script behavior can be controlled through windows dialogs. As of version 6.1, you can also easily modify displays and sounds for numerous events and control the appearance of the popups through such dialogs.

The use of windows dialogs to create a user-friendly script was taken a few steps further with Little Star 5.x and 6.x. Using DDE (Dynamic Data Exchange), Little Star communicates with over 30 external windows forms. These dialogs are external programs... they are not part of mIRC. However, they are blended in such that they appear to be coming from mIRC itself and extend the capabilities of mIRC in a user-friendly and professional manner.

I have always wondered why people insist on adding stupid kick and quit messages, with all those funky characters, into their scripts. Is that supposed to intimidate people? The real power of a script is in what it can do, not how intimidating it can look. You won't find any of those messages in Little Star; virtually all messages can be set by you in Little Star's general options dialog.

Unfortunately, all of this user friendliness has a price... memory and CPU usage. Little Star is no light weight. Minimum system requirements are hard to give because the speed of the script is related to how many channels you are on (and more importantly, opped on), how many people are in those channels, and how you have your options set for those channels. But, here are some general ideas... on slower systems, like 100 or 120Mhz, some things may be a bit slow and you may want to consider turning certain options off (the help file in the options program explains which options are resource hogs). On 486 machines, dialog boxes may be slow to pop up and there are some options I seriously recommend not using. I admit this script and the external programs it runs are dogs on a 486. However, there are hundreds of scripts available... there should be at least 1 for the people who have the resources to spare and don't mind using them for a great script :) But, since Windows 95 can theoretically run on a 386, I can't say that Little Star can't run on a 486 :P

Little Star includes "Bot Lite", a section of the script that gives masters limited control over your script. You can also find an Eggdrop package on the Little Star Homepage (<http://www.littlestarirc.com>). Eggdrop is a very power IRC bot that was originally written for UNIX (by Robbie Pointer) which has been ported to Windows 95. The package I made includes an installation program for eggdrop along with a configuration wizard and some help files, as well as an easy way to start the bot from your Windows start menu.

Little Star has lots of nifty little features that you may never know about unless you read this help file, so please browse through the entire document!

The newest version of Little Star will always be available at:

<http://www.littlestarirc.com>

Please e-mail comments and suggestions to: [ivan@gymnet.com](mailto:ivan@gymnet.com)

One final comment here... Little Star is not exactly a newbie script and can seem overwhelmingly complicated to people new to mIRC scripts. When I wrote the help file, I assumed that anyone using this program would have some clue what the basic terminology means. If you dont know what a channel op is, what a ban is, or what IRC itself is, you will be lost here. Try reading the IRC Intro help

file that is included with mIRC (available when you click "Help" in the menu bar). If you don't know what a hostmask is or what a clone is, be sure to read the help file carefully... I'll try to fill you in on the little details as I go along.

Help file generated by VB HelpWriter.



# Ban , File Server Ban,and Ignore Lists

Little Star maintains three lists in addition to your user lists... the ban, file server ban list, and ignore lists. This section explains what they are and how to maintain them. If you are new to IRC and aren't quite sure what a hostmask is and how to determine one, [click here](#) to read more about it.

## Ban List

As long as you have "Ban List Active" in the options, Little Star will not allow anyone whose address matches an address in your ban list to be on a channel you are opped on. Bans can be global or channel specific and you can save a reason as to why an address is banned. That reason will be used as the kick message when you kick someone who matches the ban. Should you choose not to include a ban reason for an address, the "Default Shitlist Kick Message" will be used instead.

### Adding to your Ban List

There are a few ways to add someone to your ban list. From the [channel names list popups](#), select "Add To Ban List". You will be presented with a dialog box where you can enter the banmask (although one will be suggested), the reason, and whether it is going to be a global ban or a channel specific ban.

Note that Little Star will ban and kick the person immediately, using your "Default Shitlist Kick Message"... it will not wait for you to finish entering the info. The reason you enter will be used to kick that address in the future; it is not used the first time for speed purposes. The next time the ban is activated, the kick will appear like this:

**\*\*\* <Nick> was kicked by <Your Nick> (banned: <reason>)**

*example:*

**\*\*\* Lamer was kicked by Scoobser (banned: you suck)**

(of course, you can come up with a better reason than "you suck" :P )

You can also add a ban in [User List Maintenance Utility](#), which is started in the menu bar popups (under "Little Star in the menu bar). Click the "New Ban" button and enter the ban mask, optional reason and optional channel info, then click "OK".

Also, Little Star sometimes adds to your ban list automatically (if you have certain options set), as described in the [CTCP Replies](#) section.

### Viewing/Editing/Removing from your Ban List

To view your ban list or remove a ban, run the User List Maintenance Utility, which is in the menu bar popups.

To view a ban, click the "Bans" tab, select it in the list and click "View/Edit", or just double-click it in the list. You will be shown the ban mask, reason, whether it is a global or channel specific ban and, if it is channel specific, the channels it is active on, the date and time the ban was added, and how long it has been since the ban was used (useful for determining if you still need to have a ban in your list... no use keeping bans around that haven't been activated in months)

Once displayed, you can modify the reason, the banmask, add or remove channels, or change it from a global to a channel specific ban (or vice versa) then click "OK". If you click "Cancel" instead, any changes you made will not go in effect. You cannot modify the info for when it was created or the last time it was used.

You can remove a ban by clicking "Remove" once it is displayed.

## File Server Ban List

This list is exactly what it says: people in this list cannot access your auto-fserve. You can add anyone

to this list; it will not affect their user level if they are already in your userlist.

### [Adding to your File Server Ban List](#)

To add someone to your fileserver ban list, click "Add to Ban List", then "File Server Ban List" from the channel names list or query/chat window popups. If they are currently in fserve, they will immediately be kicked out. You will be prompted for a reason, which is optional. If you have selected to "notice reason" in the file server options, that reason will be sent if you refuse access to that site.

You can also add someone manually in the userlist maintenance utility. From the File Server Ban List tab, click "New Ban" and enter the mask and reason, then click "ok".

### [Viewing/Editing/Removing from your File Server Ban List](#)

From the user list maintenance utility, click the File Server Bans tab. You will see a list of all addresses in the file server ban list. Either double-click an address or single-click and click "View/Edit". The details will be shown. You can modify the mask or reason any way you want or click "Remove" to remove the ban.

## [Ignore List](#)

### [Adding to your Ignore List](#)

There are a few ways to add someone to your ignore section. Click "Ignore" from the Channel Names List or Query/Chat Window popups, or "Ignore" from the Status Window Popups and enter a nick. You will be presented with a dialog box where you can select the mask and ignore type.

You can also use mIRC's standard /ignore command with any of the switches. The syntax is:

**`/ignore [-rpcntiu#] <nickname/address> <type>`**

Where p = private, c = channel, n = notice, t = ctcp, l = invite

The -u# switch specifies a delay in seconds after which the ignore is automatically removed. The -r switch indicated that the address is to be removed. The "type" is the type of mask; if none is supplied, it will default to ignoring the nick.

Also, like the ban list, Little Star sometimes adds people to your permanent ignore list automatically (flooders, etc.).

### [Viewing your Ignore List](#)

To view your ignore list, select "Display Ignores" from the Ignore List section of the status window popups or click the "Options" icon in mIRC's toolbar and select the "Control" tab.

### **Removing an Ignore**

To remove an ignore, use the /ignore -r <ignore mask> command or use the "Remove Ignore" option in the Ignore List section of the status window popups. From there, you can select the address to remove or the number the ignore has in the list. Or, click the "control" tab of mIRC's options dialog to edit the ignore list.

Help file generated by VB HelpWriter.

# CTCP Replies

The CTCP replies and reactions, in addition to precise clone, nick change, and join flood detection is what makes this script kick ass in a big way when fired upon! I have seen some serious flood attempts on a channel where 3 of the ops were using Little Star... the flooders had no chance! They were banned and kicked before they knew what hit em :P It has been tested against flood-bot nets of over 100 bots... not once has anyone been flooded off of their server using Little Star.

The CTCP reply you give depends on the user level of the person who sent the request. It is either recognized or unknown (i.e. there is no distinction between a friend and a master) and is independent of what channels the address is listed for.

## Replies to Recognized Addresses

Little Star will send an actual reply to most CTCPs if requested by a recognized address. However, not all CTCPs get an actual reply. Little Star will not echo (I see no useful purpose for this other than to flood) and gives sarcastic replies to a few others, but it will reply and CTCP requests from recognized addresses will not cause any of the events listed in the next section to happen.

Upon receiving a CTCP from a recognized address, you will ignore CTCPs from that address for 10 seconds (but not channel or private messages). This is to protect you in case someone in your user lists decides to get nasty with you. You will not see these ignores happening... the echo to the status window is shut off.

The way sound requests are handled depends on how you set that in the options program. If you choose to not accept any, you will be notified of the request upon receiving one but will not attempt to play the sound. If you are accepting sound requests from recognized users only, then a CTCP Sound from a non-recognized address will trigger your flood protection the same way any other CTCP would. If you are accepting sound requests from everyone, then sound recognized address will be monitored for an excessive amount of requests (determine by you in the options program), after which they will be ignored temporarily and kicked from any channels you are opped on (if they are on those channels).

Reponses to DCC Send and Chats are also set in the options program. If you are not accepting a DCC, you will send a /notice. It will either say that you are not accepting any DCC's right now, that you are not accepting DCC chats/sends from un-recognized addresses (if that option is set and the address is unrecognized) or that you are away. Basically, the notice is appropriate for the user level and option you have set. There are far too many possible combinations (324 to be exact! hmmm... I guess that Discrete Math course was good for something after all :P) to list them all here.

**Note:** if you send a CTCP request to yourself, you will reply the same way as if it came from any other recognized address, except you will not do a temporary ignore.

## Replies to Unknown Addresses

First I will show you the reply you send, then I will discuss what else Little Star does.

**DCC Chat** - depends on how you set the options

**DCC Send** - depends on how you set the options

**Version** - you will send my version reply of course :P hey... that is the only place I put my nick in there... at least its not in kick and quit messages like 99% of the scripts out there! The reply will look like this:

**[Scoobster VERSION reply]:** Little Star v6.1, written by Scoobster ©1997

**Ping** - as of version 6.0, you will give real ping replies to everyone.

**All others...**

You will send what you set as your "wont reply message" in the options program. Example:

**[Scoobster won't reply]:** because I do not know you

Upon receiving a CTCP from an unknown address, Little Star does a /who on the IP or \*host.domain (unless it just did one on that IP recently). You will not see the response from this who; however, it will be followed by a /whois on each matching address which you will see. This will show you if there are clones running from that site and where they are. Also, you will temporarily ignore all notices, private messages, and ctcps from that address (in \*!\*user@\*.domain form) for 10 seconds (although you do not see the ignore).

#### Ok... on to the cool stuff...

Little Star is designed to make catching flooders automatic! Assuming you have the "auto perm ban flooders" and "auto perm ignore flooders" options enabled, Little Star will detect excessive CTCPs from a site or a domain. Even though an address is ignored for 10 seconds upon receiving a CTCP, if someone is trying to flood you, you will undoubtedly receive another as soon as that ignore is lifted. If Little Star detects 3 CTCPs from the same site within a 60 second timeframe, you will:

- Add the address, in user@domain format to your permanent ignore list (if you have perm-ignore flooders enabled)
- Ban the address on all channels you are opped on and kick anyone who matches (unless you have "Ignore, but don't kick" selected).
- Add the address to your ban list with the reason "Flooder [hh:mm] mm/dd/yy" (if you have perm-ban flooders enabled). When a this type of ban is triggered, the kick message might look something like this:

\*\*\* Lamer was kicked by Scoobster (Flooder 10:22 PM, 2/21/97)

Well, ok... thats fine for regular flooders. How about the ones that user multiple usernames in addition to multiple clients? Well, since you ignore the address in user@\*.domain format for 10 seconds, Little Star can tell if you are being flooded by multiple usernames from the same domain. If more than 3 ctcps are detected from the same domain (as the one you are ignoring in user@\*.domain format) in a 20 second timeframe, you will perform all of the actions listed above, but for the entire domain (not just user@\*.domain).

*Note to newbies:* if you are new to IRC you may be wondering why all of this is necessary. CTCP "floods" (multiple CTCPs) are used by people who have even less of a life than I do in an attempt to disconnect you from your IRC server. What they are trying to do is force you to send, through your replies, an excessive number of bytes to your server. Usually 512 bytes in a few seconds will get you disconnected.

# Bot Sections

Built into Little Star is "Bot Lite", which allows masters limited control over your program, either through /msgs or in a query window. All remote commands begin with a period. If you ever get really bored, you can also command yourself through a query window. You will always have master status.

Also, there is a Windows 95 version of Eggdrop available. I did not write Eggdrop, but I did put together a package for it which is available on the Little Star homepage at <http://www.littlestarirc.com>. The package contains its own help system. This help file only covers bot lite.

## Bot Lite

The Bot Lite section allows masters to have limited control over your script. Combined with Little Star's op-by-password option and built-in channel protection functions (deop server-ops, bitch mode, monitor bans, etc.), it is useful in helping to maintain a channel.

When you activate Bot Lite from the Options Program, you are given the option to log all commands. You can also enable this from the Status Window Popups, under "Bot Lite". You can then view these commands from the same section of the popups.

The commands (which are quite limited) will be performed upon request of anyone in your masters list. They should be sent in a /msg or in a query window and the actions will take place on whatever channel you and the person making the request are both on. If you can also control your script, just as a master can, in a query window to yourself. You can /msg <your nick> .help (with a period . in front to see the help file). All commands begin with a period and are as follows

- **.kick <nick> <reason>** - <reason> is optional. You will kick <nick> with the reason (if supplied). Protection has been written in so you cannot be made to kick yourself or anyone in your user list. If no reason is supplied, you will use the reason "Requested".
- **.kickban <nick> <reason>** - works just like .kick, but also bans (user@domain format) for the amount of time you set as your shitlist ban time. Protection has been written in so you cannot be made to kick yourself or anyone in your user list. If no reason is supplied, you will use the reason "Requested".
- **.nick <newnick>** - forces you to change your nick to <newnick>
- **.op <nick> [#channel]** - you will give ops to <nick> on #channel if it is specified. If no channel is specified, you will op <nick> on all channels you are opped on, unless <nick> is in your deop/devoice list on that channel or <nick> is not in your userlist and bitch mode is active on a certain channel.
- **.deop <nick> [#channel]** - you will deop <nick> on #channel if it is specified. If no channel is specified, you will deop <nick> on all channels you are opped on. You cannot be made to deop yourself or anyone in your userlist.
- **.adduser <nick> #Channel [op|friend]** - adds the specified nick (by address) to your userlist on the specified channel. As with userlist additions you do, the channel part doesn't really matter if you are not using channel specific userlists but it is included anyway so that you may toggle that option on and off safely. Adding a friend as an op will upgrade the level. However, this cannot be used to demote a user level.
- **.addhost <nick> [hostmask]** - adds the supplied [hostmask] to <nick>. If no hostmask is specified, the script will determine a hostmask. <nick> must match a nick in your userlist (it must be a recognized nick) and the hostmask will not be added if it already matches someone else in your userlist.
- **.remove <nick>** - removes <nick> from your userlist. A master cannot remove a master or a bot. Only you may do that.
- **.say [#channel] <text>** - you will say the <text> to #channel; it will appear as if it came from you. If no channel is specified, it will go to the first channel in your internal address list that is

common to both you and the person sending the command. If the two of you are only on one channel together, it does not need to be specified.

- **.act [#channel] <text>** - works like .say, but it performed as an action instead (like a /me)
- **.part <channel>** - forces you to leave <channel>, which must be specified with a # sign.
- **.join <channel>** - forces you to join <channel>, which also must be a full channel name, including the # sign.
- **.help** - displays a help file of available commands (similar to this one)

Help file generated by VB HelpWriter.

# Popup Windows

Little Star has 5 popup windows.

Status Window Popups

Channel Window Popups

Menu Bar Popups

Channel Names List Popups

Query/Chat Window Popups



# Status Window Popups

The status window popups are made visible by right-clicking while your mouse pointer is inside the status window.

[Nuke Info](#) - prompts you for a nick and returns the IP and server info for that nick. If you are on the same server, it will list available ports. If not, you have the option of pressing Shift-F2 to attempt a port list for the other persons server. However, unless you are an IRC op, cross-server port listings can lead to strange results!

[FindIP](#) - prompts you for an IP and calls the /findip alias, which attempts to match the IP to the nicks on your current channels. If no match is found, it will attempt to resolve the IP and match the host.domain address

[Whois?](#)

[Whois](#) - prompts you for a nick and does a /whois on that nick.

[WhoWas](#) - prompts you for a nick and does a /whowas on that nick.

[Whois](#) - prompts you for a nick and does a /dns on that nick.

[Ignores](#)

[Display Ignores](#) - displays all ignores placed by Little Star automatically or in the popups, and any ignores you place with the /ignore command. It does not keep track of any ignores you manually add in the mIRC options or any temporary ignores.

[Remove Ignore](#) - allows you to remove an ignore from your ignore list. You will be prompted for the ignore to remove; either enter the ignore exactly as it appears in the list, or enter the number that the ignore has in the list. Be careful when removing more than one ignore at a time by entering the number as they are resequenced immediately.

[Add Ignore](#) - prompts you for a nick then displays the ignore dialog with the information for that nick. You can select various masks and ignore types. If you want to ignore a different mask other than the ones shown, you may manually edit the mask as you wish before adding it.

[Total Ignore](#) - turns total ignore on or off (same as F5 and F6)

[Logging](#)

[View Log File](#) - opens up a file list box where you can select a log file to view. The list box will display all files in the directory you set as your logging directory in mIRC's options (Little Star's default is \logs\, but you can change that). It will use the editor that windows has set as a default application to use for .log files, or you can click "Options" to specify a different editor. Also, you can select whether or not to confirm before deleting files in the options.

[View Session Logs](#) - views current session log files for all joins, parts, quits, ops, deops and kicks.

[Bot Lite Logs](#) - allows you to clear or view your Bot Lite logs

[Other](#)

[Away Status](#) - opens the away options dialog box

[Unix Terminal Emulator](#) - turns on Little Star's unix terminal emulation. All channel/private messages, actions, notices, joins, parts, quits, kicks, etc. from all channels you are on will appear in the same window. You can also use F10 to turn this on and Shift F10 to shut it off.

[Get My Nick](#)

[Get Usual Nick](#) - Little Star will begin an effort to get whatever nick you set as your Usual Nick. It will continue trying until you stop it or it gets your nick.

[Stop Trying](#) - ends the cycle described above.

[Query](#) - opens a query window. You will be prompted for a nick.

[Notify List](#)

[Add to List](#) - prompts you for a nick and adds that nick to your notify list.

[Remove from List](#) - prompts you for a nick and removes that nick from your notify list.

[NickServ, MemoServ](#) - various NickServ and MemoServ commands for Dalnet (or any other net that uses them).

[Server Commands](#)

[Connect to Server](#) - opens Little Star's server dialog box (this is the same as typing /server without specifying a server). It is a explorer-style tree-view list that contains the same servers and groups you have in mIRC's server list. Note that modifying mIRC's server list will not affect this dialog until the next

time you start Little Star.

[Available Ports](#) - displays all available ports on your current server.

[Display K, I, O, G lines](#) - like they imply, they request K, I, O, and G line info from the server.

[MOTD](#) - requests the "message of the day" info from the server.

[Version](#) - gets the server's version info

[Admin Info](#) - gets the server's admin info

[Links](#) - displays a list of all server currently connected to the IRC network you are on. Be careful with this... doing it too often can get you k-lined (it hogs server resources and is most often used for malicious purposes).

[Quit](#)

[Regular Quit](#) - Quits IRC with the message you set as your "Quit Message" and disables "Keep Me Connected".

[Random Message](#) - Quits IRC with a random quit message and disables "Keep Me Connected"

# Channel Window Popups

The channel window popups are made visible by right-clicking while your mouse pointer is inside a channel window.

## Filter Kicks

**IRC Op** - scans the channel for IRC ops and kicks (or kick-bans) them with the message you set as your "IRC Op Filter Kick" message in the main options dialog.

**Domain Filter** - opens up a domain filter dialog box where you can select from a list of domains, select to kick everyone or let friends remain, and select to kick or kick and ban. In that same dialog, click "Edit List" to edit the list of domains and kick reasons for each domain.

**Channel Modes** - opens a channel mode dialog box which displays current mode settings. If you are a channel op, you can also change the modes from there.

## Topic

All of the following are used to channels channel topics. Note that if the channel is +t and you are not opped on that channel, you cannot change the topic and will be given a message informing you of that if you try to open the topic dialogs.

**Change Topic** - opens a dialog that allows you to enter a new topic.

**Modify Topic** - opens a dialog similar to the "Change Topic" on, but it will contain the current topic so you can modify it.

**Clear Topic** - clears the channel topic

**Topic Waves** - prompt you for a topic then surrounds it with various wave effects.

**Name Waves** - sets the topic as the channel name, surrounded by various wave effects.

**Lock or Unlock Topic** - prompts you for a topic and sets it on the channel. If anyone changes it, you will reset it.

**Channel CTCPs** - sends various CTCP requests to the entire channel. These are better than multiple requests because you are actually only sending one line to the server. You don't have to worry about flooding yourself. For "Ping", you have the option of redirecting it to the channel. This will make you /msg all ping replies to that channel. You will /msg the replies of anyone who is on that channel to that channel for the next ten minutes.

**Channel/IRC Stats** - starts a dialog box that details information about the channel you are on and the server group you are connected to. When activated, it will have a list of all channels you are on, with the current channel already being in the edit box. Select the channel to retrieve info for, then click "Get Info". You may update this info any time by clicking "Get Info" again. You can also /msg this information to the channel.

## Other Info

**Channel Info** - retrieves channel info, which is the same as double-clicking from inside the channel window.

## Bans

**View Bans** - displays info about the channel bans.

**Clear All Bans** - removes all channel bans.

**Who** - does a /who on the channel

**Match Op List** - enforces your ops list on a channel. Anyone who is opped and not in your userlist (on that channel) will be deopped. Anyone who is not opped who is in your ops list (or higher) will be opped.

**Channel Vote** - activates the "Channel Vote" dialog, which has its own help file.

## Other

**Op Notice** - sends a notice to all ops. Note that it uses Little Stars modified /onnotice command, which is designed to let the an op know it went to all ops, not just the individual.

**Cycle** - you will /part then immediately /join the channel (useful for checking for annoying on-join messages).

**Invite** - prompts for a nick and invites them to the channel.

**Play ASCII** - pops up a listing of Little Star's \asciï directory. You can select any file in the list and it will be played with a 1 second delay between lines. This delay will help prevent a server for disconnecting you for excessive flood, but may get snagged by a "flood detection" script (many scripts are set to check

for 10 lines in 60 seconds, which is far too slow to play these at and still have them make sense.)

**Ban Last To Leave** - bans the last non-recognized person to part the channel.

### **Mass Destruction**

#### **Mass Deops**

**Regular** - deops everyone except you. This is the same as pressing F8.

**Lag Checking** - deops everyone except you, but deops the least lagged people first. This may take up to 10 seconds, so it is ineffective if you are in a hurry. But, if you have people fooled into thinking you are someone else, it is a nice attempt to beat scripts that detect mass deops.

**Mass Kicks** - kicks either all ops or everyone (except you of course). "Kick Everyone" is the same as pressing Shift-F8. There is also a "lag checking" mass kick, which works just like the lag checking mass deop. That kick only kicks ops; it does not bother with non-ops.

**Target Channel** - allows you to set this channel or some other channel as your "target channel", or allows you to clear the target channel. Once opped on your target channel, you will deop everyone. Also, you will deop everyone if a server op is detected.

**Auto Kick-Ban** - activates or deactivates Auto Kick-Banning on the current channel. If this is active, any non-recognized person who joins the channel will be kick-banned with the message you set as your "Auto Kick-Ban Message". The ban will automatically be removed after the amount of time you specify for your temporary bans.

**Fill Ban List** - fills the bans list with random banmasks, not exceeding what you set as the "maximum number of mode changes per line".

**Cycle Nicks** - starts the Cycle Nicks program, where you can set various random nick changing options. Its purpose is to make you harder to collide if you are one of those evil people who just took over a channel. You can select between regular nick changes (24 quadrillion possibilities) or "IIII" type nicks (capital I and lowercase L), which only have 524 possibilities but the characters are very hard to distinguish in many fonts. It has its own mini help file.

**Lock Channel** - also used by evil people, it puts a random key on the channel every 5 minutes.

#### **Mass Invites**

**Invite To This Channel** - prompts you for a channel name and invites everyone from that channel to the current channel. It does this with a /names; it does not make you join that channel.

**Invite From This Channel** - prompts you for a channel and invites either all ops or everyone from the current channel to that channel.

# Menu Bar Popups

The menu bar popups are made visible by selecting "Little Star" from the mIRC menu bar.

[About and Credits](#) - displays about and credit information

[General Options](#) - opens the [main options dialog](#).

[Audio/Visual Options](#) - opens the [audio/visual options](#) dialog.

[Popups Options](#) - opens the popup options dialog, which allows you to hide certain items from the popups (so you don't have to look at popup items you never use).

[Security Options](#) - opens the security options dialog, which allows you to block popup items with "adult humor" from appearing in the popups (mostly "Fun Stuff" items). Also, you can set a password for accessing the security options utility and/or a password for accessing Little Star.

[User List Maintenance](#) - runs the [User List Maintenance Utility](#).

[XDCC](#)

[File List/Options](#) - opens the [XDCC File List/Options](#) utility.

[Enable/Disable](#) - enables or disables [XDCC](#)

[Messaging](#) - used to create/stop an automated [XDCC message](#).

[Text Apps](#)

[Delayed Paster](#) - starts the delayed paster utility, which has its own help file. It can be used to send a delayed message to a person or channel, allowing you to paste large amounts of text without flooding yourself off your server.

[Color Creator](#) - starts the color creator utility, which can be used to create colored text without having to memorize color codes. To select colors, click the foreground and background colors you want to use. Double clicking on either will make it use the currently selected colors. You can then enter your text and select one of the "send" options. The color creator also has its own help file.

[Timed Message Creator](#) - starts the Timed Message Creator, which has its own little help screen. This can be used to create auto-messages.

[Destruction](#)

[Bitch Slap](#) - exploits a bug in windows by performing an OOB (out of bounds) port 139 nuke on an IP. This results in a GPF error with people using Windows 95 and NT and force them to reboot. Check the Little Star homepage at <http://www.littlestarirc.com> for information on protecting yourself from this.

[ICMP Bomb](#) - opens the [ICMP Bomb](#) utility.

[Nuke](#) - opens a nuke utility. You must have Winsock 2.0 or later for this to work properly, which is available at <ftp.microsoft.com/bussys/winsock/winsock2/> or from the "Links" page of the Little Star Homepage.

[CTCP Floods](#) - opens the ctcp floods utility, which has its own help file.

[Flood Bots](#) - opens the flood bot utility, which has its own help file.

[Protection](#)

[ICMP Detector](#) - opens the [ICMP Detector](#) utility.

[Connection Monitor](#) - opens the connection monitor utility, which has its own help file.

[Run Application](#) - allows you to launch various external applications from within Little Star. Click "Add" to add an application to the list or "remove" to remove an existing application. When an application is added, the name that will appear in the popup is the name of the .exe, without the .exe extension, with the first letter capitalized.

[Link Looker](#) - runs a link looker program (used for locating split servers). This program was written by Dr. Bardo.

**Warning!** The link looker uses the /links command constantly, which IRC servers do not like. This program can get you k-lined in a hurry on some servers.

[Help](#) - opens this help file.

Help file generated by VB HelpWriter.

# Channel Names List Popups

The Channel Names List Popups are made visible by right-clicking after you have highlighted a nick (or nicks) in the channel names list box. When using the channel names list popups window, the command will be executed on the nick you currently have highlighted. Any command that is called multi can be executed on more than one person at a time if desired. To select multiple nicks, highlight a nick and drag the mouse. You can also select nicks that are not next to each other by holding down the <CTRL> key and making selections from the list.

**Query** - opens a query window for the highlighted nick

## **Whois?**

**Whois (Multi)** - performs a /whois. Doing a whois from here (or the query window popups) will echo the information to the active window, instead of the status window.

**DNS (Multi)** - performs a /DNS, which converts long-ip format into number format and vice versa.

**User Central** - performs mIRC's /uwho command

**Nuke Info** - retrieves info needed for nuking someone: their IP and server. Also, if you are on that server, it will automatically list all ports the server listens to. If you are not on that server, it will give you the option of pressing Shift-F2 to attempt a port listing of that server. However, unless you are an IRC op, cross server /stats l command can lead to strange results!

**Normal Nick and Level (Multi)** - checks the address to see if it the person is in your userlist under a different nick. Its useful when you join a channel you frequent and dont recognize a nick... you dont have to memorize addresses. Also, the address is in your user list, you will be shown the level.

**Country** - informs you of the country the nick appears to be in

**User Central** - pops up mIRC's User Central dialog box for the selected nick.

## **Notify/Ignore**

**Notify List** - adds or removes the nick from your notify list. You will be prompted for a comment, which is optional.

**Ignore List** - opens the ignore dialog and allows you to select a mask type and ignore type, then ignores accordingly. If you don't like any of the ignore mask options, you can edit it as you see fit before adding the ignore.

**CTCP (Multi)** - sends the appropriate CTCP to the user (or users... if it says multi, you can highlight more than one nick and the CTCP will go to everyone. The only one that is not multi is the XDCC List and XDCC Send.

## **DCC**

**Send File (Multi)** - initiates a DCC Send with the highlighted nicks and opens a file list box to select a file to send.

**Chat** - initiates a DCC chat with the highlighted nick.

**Pre-DCC Message** - sends the /notice "I am about to initiate DCC with you. Please add me to your user list if this is required" to all highlighted nicks. I did not make this an automatic part of a DCC send because I hate such notices myself, but I did include it for those who like it (if you are so inclined, it would be easy to modify the popups to automatically send this message before you DCC).

**File Server** - opens an fserve to the highlighted nick. If you have set 1 or more paths to use for your file server in the options program, you can choose either path here. Or, select "Other Directory" to pick a different path.

## **Eggdrop Commands**

**Auto Chat/Login** - initiates a DCC chat and waits for the "Enter your password" prompt from an eggdrop. Upon receiving it, it will automatically log you onto the partyline. If you have no password set for the bot you are chatting, you will be prompted for one first.

**Set Password** - can be used to set a password before the first time you attempt to use the above command, to set a password to use in the /msg commands if you never go on the partyline, or to reset a password if you change it.

**Request Ops** - requests ops from the eggie

**Read Notes, Erase Notes, Whois** - standard eggdrop /msg commands

**Automatic Telnet** - does a /dns on the bot to get its IP, asks you for the port, then initiates a telnet connection to it via a DCC chat window. This is not particularly useful since if the bot is on IRC for you

to /dns it, you can DCC chat it. However, it can be used if you are lagged to it.

**Manual Telnet** - this is useful to telnet to a bot that is currently not on IRC (i.e. it's having trouble connecting to a server and you want to .jump it, etc.). You will need to know the IP and port in advance.

**Channel Services** - various Dalnet Chanserv, Undernet X & W bot, and ChatNet K9 bot commands.

### Ops

**OP (Multi)** - ops all highlighted names, not exceeding the maximum number of mode changes per line that you set in the options.

**Deop (Multi)** - deops all highlighted nicks, not exceeding the maximum number of mode changes per line that you set in the options.

**Cute Op** - sets mode +oooo for the same nick. Note: this will not work on all servers. Some servers will not let you op someone who is already an op or deop someone who is not an op, which is why you often see -+b when the ban list is triggered (Little Star attempts to set mode -o+b <nick> <banmask>).

**Fake Op** - ops the person, then immediately deops them

### Voice

**Give Voice (Multi)** - sets mode +v for all highlighted nicks

**Take Voice (Multi)** - sets mode -v for all highlighted nicks

### Kicks

**Quick Kick (Multi)** - kicks all selected nicks with the message you set as your Standard Kick Message in your options.

**With Reason** - opens up the kick with reason dialog. The drop-down list will contain, by default, your standard kick message. You can click "Edit Reasons" to add/remove/change reasons that will appear in the drop-down list. You may select any reason from that list, then click "Kick"

**Action Kicks** - this is a groups of nifty little action kicks

**Bans** - opens up the ban dialog box. You can select the hostmask to ban (or edit it manually) and the time after which it should be automatically be removed (if at all).

### Kick-Bans

**Quick KickBan** - does a kick-ban with user@domain format, using your Standard Kick-Ban Message. You will set mode -ooo+b, doing as many -o's as necessary to deop everyone who matches the address. You will also kick anyone from the channel who matches the address. This is the same as F9.

**Dialog** - this one combines the "Kick With Reason" and "Bans" dialog described above. It shares the same reason list as the other dialog, but the default when you open it will be your standard kick-ban message. The same ban options are present as in the "Ban" dialog.

**Action** - like the "action kicks" above, but these will also ban for the amount of time you specified that bans should last in the main options dialog.

### Add to Ban Lists

**Ban List** - kick-bans using your Default ShitList Kick Message and opens the Add to Ban List dialog, where you can enter a reason and modify the ban mask. See [Ban List](#) section for more information.

**File Server Ban List** - adds the person to your file server ban list and prompts you for an optional reason.

**Place/Remove Shut-Up Ban** - this will add or remove the user from your shut up ban list. Once someone is added to this list, they will be kicked with the message you set as your Shut-Up Kick message when ever they send text or a notice to or perform an action on your home channel. This list is cleared whenever you reset your session or connect to an IRC server. Note that a shut-up ban will not work if it is placed against somebody in your friends, ops, or masters list.

**Add to User List** - activates the "Add to UserList" dialog box, as described in the [User Lists](#) section. It can also be used to add a hostmask, change a level, or change a known nick. See the User List section for info!

**Remove User** - removes person from your user list.

**Fun Stuff** - performs various "slaps" and things like that.

**Random Whois Reply** - shows a fake /whois reply for the nick, using various fake channel names. This is obscene adult humor and along with many other of the "slaps", can be blocked out in the Security Options.

**Mock Lamer** - if you are on #MockLamer, this will send a mock request.

**Random Insult** - sends one of 53,320 random insults.

### Floods

**ICMP** - looks up the IP of the selected nick (unless their address is already in IP format) and starts a



minimized ping program.

**Invite Flood** - makes you create random channels and invite the person to it (then you will part the channel).

**CTCP Floods** - a bunch of wimpy CTCP or /msg floods that are no way near as harmful as they were a couple of years ago :(

Help file generated by VB HelpWriter.

# Query/Chat Window Popups

The query/chat window popups are made visible by right-clicking while your mouse pointer is inside a query or DCC chat window.

The only other thing in Query/Chat Window popups that is unique to that section is the Eggdrop Commands. The rest are the same as the commands found in the [Channel Names List Popups](#) and are described in detail in that section.

The eggdrop commands can be used in a chat window with an eggdrop. They are all pretty self-explanatory; if you do not know what they are for, you probably don't need them! Note that before you can use the "console" command, you must set your console preference. If it is not set, you will be prompted to set your console.

## Other Commands and Hot Keys

This section contains information on commands that are not listed anywhere else, as well as some useful information about running clones of Little Star.

### Nick Completion

You can use "nick completion" to direct a comment to someone on a channel without having to type the entire nick. Type any part of the nick, followed by a : (colon). Little Star will fill in the nick with the first nick in your internal address list that contains that part of the nick.

For example, if "Scoobster" was on one of the same channels as you, you could type:

```
sc: hello
oob: hello
bst: hello
```

Any of the above would result in: Scoobster: hello

Also, you can use two :: to make the nick appear however you set the custom nick completion in the main options dialog.

### Other Commands

The following commands can be used by typing them in any window, prefixing with a / (like /whois)

**/color** - if the color creator is active but not showing (i.e. buried or minimized), typing /color will activate it and bring it into focus.

**/cn** - performs a single random nick change (24 quadrillion possibilities)

**/acn** - random nick change using l and L characters, which are very hard to distinguish in many fonts

**/rsay <text>**, **/rme <text>** - does a /say or /me in random colors

**/rbsay <text>**, **/rbme <text>** - does a /say or /me in random bold colors

You may also use Little Star's \$rc identifier to insert random colors into the middle of a line. You must use the //msg command for this (yes, use two //s!).

*Example:*

```
//msg #MyChan Random $rc(colorization) of only one word.
```

*Would send:*

```
Random colorization of only one word.
```

**/shadow <color> <text>** - says "text" with a shadow in the background. <color> is optional, but can be any mIRC color code from 0 to 15. If it is omitted, 4 (red) will be used by default.

**/esay <text>** - says the "text" followed by two hundred red exclamation marks (don't ask me why I included this, you don't wanna know :P)

**/bsay**, **/bn**, **/bme <text>** - sends a /msg, /notice, or /me, saying the text backwards. Note that /bn only works when it is typed from a channel window.

**/lsay**, **/lme** - encrypts text which will automatically be decrypted by anyone else using Little Star. It will be sent white on white so as not to look annoying to others on the channel (at least those who are using mIRC 4.7 or later). This is not a simple character-to-funky-character conversion... it encrypts differently each time and the key to decrypt is embedded within the encrypted text itself.

*Try it!* Use /lsay for the same text 4 or 5 times in a row... you'll see the same text gets encrypted differently, and may even have a different number of characters each time! (chances are 1 in 15 it will be encrypted the same).

**/ssay <color1> <color2> <text>** - says <text> striped with the supplied colors. The colors are optional. If no colors are specified, red and black will be used. If only 1 is specified, black will be used for the others. The color can be any valid mIRC color code (0 thru 15).

*example:* /say 1 4 color

**/wsay <text>**, **/wme <text>** - says (or does an action) the text in "elite" form.

`/wcsay <text>`, `/wcme <text>` - same as above but with random colorization.

`/repeat <text>` - says <text>, repeating it 50 times (or as much as can be sent to the server in 1 line) with a space inbetween each one.

`/findip <IP>` - reports any nicks who match the specified IP (x.x.x.x format) on any of the same channels as you. If none are found, the IP is resolved and it tries to match up user.host addresses in the same fashion.

`/swho` - does a /who and reports a /whois for any matches found (i.e. a /who \*frontiernet.net will do a /whois for everyone on frontiernet.net)

`/op <nick> <nick>` - ops all the nicks you specify. There is no limit to the number of nicks and you will not exceed what you set as the "maximum number of mode changes per line" in the options program.

`/deop <nick> <nick>` - like /op, except it deops

`/v <nick> <nick>` - like /op, except it gives voice

`/dv <nick> <nick>` - like /op, except it de-voices

`/kb <nick>` - kick bans <nick> from all channels you are on, using your "standard kick-ban" message.

`/gkick <nick> <reason>` - kicks anyone who matches nick's address from all channels you are opped on. The reason is optional. If you don't specify one, your "standard kick message" will be used.

`/gkb <nick> <reason>` - kicks and bans anyone who matches nick's address from all channels you are opped on. The reason is optional. If you don't specify one, your "standard kick-ban message" will be used.

`/k <nick> <nick> <nick>` - kicks all nicks specified from the channel you type the command into. Your standard kick message will be used and there is not limit to the number of nicks you can use.

`/kr <nick> <reason>` - kicks <nick> from the channel you type the command into with the specified reason. If no reason is given, your standard kick message will be used (in which case, it's the same as using the /k alias).

`/icmp <nick>` - looks up nick's address. If it is already in IP format, a minimized icmp is started. Otherwise, the address is resolved and then an icmp is started.

`/j <channel> <channel>` - joins all the specified channels. You may join up to 10 channels.

`/j` - with no channels specified, pops up a dialog box where you enter the channel to join

`/server [ irc.server.net ] [ port ]` - changes your server to the specified server. If no port is given, 6667 is used by default.

`/server` - with no server given, pops up Little Star's server dialog. It is an explorer-style tree-view list and contains the same servers in mIRC's servers list (it read data from the same file). There is a node in the tree for each server group, like Efnets or Undernet. This is dynamic... adding new groups to your server list will result in a new node for it. Note that changing mIRC's server list will not affect Little Star's server dialog until the next time you start it.

`/wm <nick> <nick>` - does a /whois on all nicks specified. There is no limit to the number of nicks.

`/wall` - same as /wallops

`/pn` - sends a /notice, adding the words "**Private notice:**" in front.

`/s <file>` - sends a sound request to a channel. <file> can include the .wav extension but it is not required. Note that this only works from a channel window popup.

`/insult <nick>` - like the "insult" in the "humor" part of the query and channel names list popups, this insults <nick> with one of 53,320 possible random insults.

`/CTCP <your nick> ISIT <nick>` - anyone in your friends list or above can do this to check on somebody else on the channel. You will respond as to whether or not the person is recognized and his or her usual nick.

`/CTCP <your nick> COUNTRY <nick>` - anyone in your friends list or above can do this to check on somebody else on the channel. You will respond with the country that <nick> appears to be in.

## Hot Keys

**F2** - opens the away options dialog box

**F3** - same as "ban last to leave" in the channel window popups.

**F4** - sends an /notice

**F5** - Total Ignore on

**F6** - Total Ignore off

**F7** - used to auto-IMCP when you get kicked or when your nick is in use.

**F8** - performs a "mass deop" of the current channel

F9 - kickbans the nick currently highlighted in the channel names list  
F10 - turns the unix emulator on  
Shift-F3 - cancels a channel vote that it is progress  
Shift-F4 - send a channel message  
Shift-F5 - used to kick someone for inviting you if you have "auto-kick on invite" disabled  
Shift-F6 - used to join a channel you were invited to  
Shift-F8 - performs a "mass kick" on the current channel, kicking everyone (ops and non-ops) except you.  
Shift-F9 - pings a channe  
Shift-F10 - turns the unix emulator off

# XDCC

XDCC is used, mostly in warez channels, to transfer files. You can set up files to offer and, when requested, you will send files via DCC Send.

The XDCC Control Center is where you set XDCC files and options and is activated by clicking "File List/Options" in the "Little Star" section of the menu bar popups.

There are 2 tabs in the XDCC Control Center: Files and Options.

## Files

This is where you set the files you want to offer. To add a file, click "New File" and select the file in the "open" dialog box. Once you do that, you can add a description to the file and click "ok". To edit a description or view details, double click a file in the list box (or single click and click "View/Edit"). When you are done editing/viewing, click "ok" or click "remove" to remove the file. There is also information saved about how many times each file has been sent and the record speed for each file. This information cannot be changed manually. Also note that you do not have to enter a description for a file.

## Options

**Enforce Minimum Speed** - if you enable this, Little Star will automatically close any sends that are not meeting the minimum speed requirement.

**Number of Slots** - this is the maximum number of sends you will have going at any given time.

**Queue Size** - if someone requests a file and there are no slots available, they will be added to the queue. As slots become available, people are taken from the queue and given a slot in the same order that they went into the queue.

**Log All Activity** - logs all XDCC activity which can be viewed from the popup in the XDCC window. Note that these logs are never cleared automatically! They can be cleared from the XDCC Window popup.

## Using XDCC

To turn XDCC on, click "Enable" under "XDCC" in the menu bar popups. An XDCC window will be created where you can monitor activity.

Basically, people can do a /CTCP <your nick> XDCC LIST to receive a list of files, or do a /CTCP <your nick> SEND #<file number> to receive a file. The XDCC Window in Little Star will show all activity. Activity will also be logged if you have that option set.

The XDCC Window has a small popup, from which you can kill all sends to a specific nick, view/clear logs, disable XDCC, or create an XDCC message.

## XDCC Messaging

From the XDCC window popups or in the XDCC section of the menu bar popups, select "Messaging", "Create Message". You will be presented with a dialog box where you can create an XDCC message.

You can select to "Message all channels" or "Message only <channel>". You can also select to message once or to create a timed message, the delay between messages, and the delay to use between lines (if any).

Click "Start" and the message will be sent, and, if it is a timed message, a timer will be created to automatically repeat the message with the selected interval.

Once a timed message is created, you will see a "Kill Message" item beneath the "Create Message" part of the popups that you used to start the program. In that section, the channel that each timed message you have going will appear. Select the one you would like to stop.

Also, if you part a channel that you have a timed message being sent to, the timer will automatically be shut off next time it attempts to play it to that channel.

Note that if you change the XDCC file info, the changes will not automatically be in an existing timed message. You will need to create new messages also.

Help file generated by VB HelpWriter.

# Little Star v6.1 Help

Written By: Scoobster

Last Updated: 9/19/97

The newest version of Little Star will always be available at:

<http://www.littlestarirc.com>

Please e-mail comments and suggestions to: [ivan@gymnet.com](mailto:ivan@gymnet.com)



## About Hostmasks

On IRC, a persons address contains 4 parts: nick, username, host and domain, which appear is this format: nick!username@host.domain. For UNIX systems, the "host" is the machine name on the domain, such as krypton.rit.edu. For dialup (ppp) connections, it is some type of node, such as NewHaven-Usr1-40.nai.net.

A mask (commonly called a "hostmask" when it matches someone in your userlist or a "banmask" when it is used to match a ban) is something that can match an address but allows you to use asteriks for a wild match.

For example, take this address: **scoobster!secboo@NewHaven-Usr1-40.nai.net**

That would be fine to have in your userlist, but what if I decided to use another nick? You want people in your userlist to be able to use any nick and you want people in your ban list to stay out, not simply change their nick and come back in the channel.

So, you can change it to this: **\*!secboo@NewHaven-Usr1-40.nai.net**

Well, that's better, but what if the server doesn't get my ident reply and I have a ~ in my username? This will mess things up, especially mIRC! (I tried it without this and ended up putting it back... it messes things up that bad!)

So, **\*!\*secboo@NewHaven-Usr1-40.nai.net** would be better.

That's better but there's still one problem. Next time I connect, the "Usr1-40" part will be different. This can be fixed by making it: **\*!\*secboo@\*.nai.net**, which is the best way to add this hostmask.

In a ban list, you may want to ban the entire domain. In that case, the above mask would be **\*!\*@\*.nai.net**.

If you don't understand all of this just yet, don't worry about it. Whenever you add a ban or add someone to your userlist, Little Star will suggest the mask for you. The only time you need to do this yourself is when you manually add someone to your user or ban list in the userlist maintenance utility. Also, knowing how hostmasks work can be helpful in spotting an address that will give you problems because of multiple dynamic sections, like the AT&T address described in the next section.

### Address Modification

For the most part, address get added to your userlist in **\*!\*user@\*.domain format**. However, there are a few exceptions. All AT&T and Netcom addresses will be modified from that format.

**Why modify AT&T addresses?** Because they are a pain in the ass! mIRC's normal method of break down a hostmask do not work with these addresses because several parts of them are dynamic. Furthermore, any AT&T customer can get an address indicating any of their POP cities, regardless where they are dialing in from or to. So, there is not point in adding more information to the hostmask, other than **\*dial-access.att.net**. And yes, these addresses are 100% unsafe to auto-op!

**Why modify Netcom addresses?** Netcom addresses are easy to fake. Most scripts use the /guser <nick> 3 or other \$address commands to add people to a user list. With this, the full address of **Lamer1!Lameld@har-ct3-ppp06.ix.netcom.com** would be added as **\*!\*Lameld@\*.netcom.com**. Any netcom user could easily fake out a script like this by changing his username to Lameld. Although this is possible with just about any internet service provider, it is especially dangerous with a provider as large as Netcom. If I had a nickel for every takeover I have seen because of the Netcom thing...

**So, what can I do about this?** First of all, you can shut off auto-ops and op by password only! Hmmm...

What if I still insist on running auto-ops? What if I want to make sure my server-op protection does not

get faked out? Well, Ok... there is a better way. Little Star is not fooled by Netcom addresses! Someone would have to actually call the desired ppp in order to fool it. While this is possible, I have never actually seen it happen (except once by a friend of mine). Why? Because there is enough people out there running cheap auto-op scripts that they dont have to! What does Little Star do? If you add someone who uses a netcom dialup, it automatically adds the city and state to the hostmask. Thus, **Lamer1!Lameld@har-ct3-ppp06.ix.netcom.com** would be added as:  
**\*!Lameld@har-ct\*.ix.netcom.com**. Little Star will take care of everything automatically.

# Help Messages

Anyone in your userlist can /CTCP <yournick> HELP for information about their user level. For each level, this is the message you will send:

## For a friend:

You are recognized as a friend.  
If I have auto-voice running, I will +v you when you join.  
You are exempt from my flood, clone and server-op protection.  
/msg \$me .chan to see what channels I am on.  
/msg \$me .invite <CHANNEL> and I will invite you to that channel if you are in my userlist on that channel.

## For an op:

You are recognized as an op.  
Type .pass <password> to set a password with me.  
If I have auto-ops running, I will auto-op you.  
Otherwise, /msg \$me .op <password> and I will op you (if I have op by password enabled).  
To change your password,  
/msg \$me .chpass <oldpass> <newpass>  
(or I can change it for you)  
You are exempt from my flood, clone and server-op protection.  
If I have it enabled, you are protected from kicks and/or de-ops by users of a lower level.  
/msg \$me .chan to see what channels I am on.  
/msg \$me .invite <CHANNEL> and I will invite you to that channel if you are in my userlist on that channel.

## For a master:

You are recognized as a master.  
Type .pass <password> to set a password with me.  
If I have auto-ops running, I will auto-op you.  
Otherwise, /msg \$me .op <password> and I will op you (if I have op by password enabled).  
To change your password,  
/msg \$me .chpass <oldpass> <newpass>  
(or I can change it for you)  
You are exempt from my flood, clone and server-op protection.  
If I have it enabled, you are protected from kicks and/or de-ops by users of a lower level.  
/msg \$me .chan to see what channels I am on.  
/msg \$me .invite <CHANNEL> and I will invite you to that channel if you are in my userlist on that channel.  
You also have remote access to my bot, if I have it enabled.  
All bot commands are accessed thru a query window (or /msg).  
All bot commands begin with a period, such as .help

Help file generated by VB HelpWriter.

# #MockLamer

The concept of #MockLamer was created by OddOne. More information can be found at the following web sites:

<http://www.geocities.com/SiliconValley/Bay/4397/index.html>  
<http://www.primenet.com/~goosta/mocklamer/main.htm>

While they have add-ons for any script, I included support for #MockLamer in Little Star because I think it's a pretty neat idea. It is a way to get across the point that you don't particularly care for someone without flooding, ICMPing, or nuking. In my opinion, it's a lot more original than an ICMP and can be a lot more fun. At the time this was written (7/23/97), this is only implemented on Efnets but it will probably be on other nets shortly.

Basically, to use #MockLamer, just type /mockon. You will join #MockLamer. People are there for the same purpose and, for the most part, will all help in sending insults. To see how many people will respond to a mock request, type /mock?. You will get notices from those that have it active.

To send someone an insult, type /mock <nick>. Or, select "Mock Lamer" from the "Humor" section of the query or channel names list popups. You will send the request to the channel, and anyone who has mocking enabled will send the person an insult. Obviously, the more people that use this, the better it is! You can join #MockLamer and leave it minimized... you can still use the "Mock Lamer" on anyone who is in another channel.

At any time, you can type /mockoff to stop responding to other people's requests. However, if you are there, it is courteous to leave it on (after all, you want other people to have it on when you want to send an insult to someone). To turn it back on again at any time, type /mockon.

That's the basics of it. Here are a few details that may be specific to Little Star (not all of this is implemented exactly the same in the add-ons created by the folks who run #MockLamer).

- Little Star is set up to generate any of 53,320 random insults, which (at this time) is different than the way other MockLamer scripts are set up (they're limited 6 insults plus however many you add yourself).

- So as not to aggravate everyone else by sending mock requests for non-existing nicks, Little Star will protect you by making sure the nick is actually on IRC before it sends a request.

- Before sending a mock, you will verify that the nick is on IRC. If not, you will send a notice to the person who did the request telling them that the person is not on IRC.

- If the same nick sends another request for a non-existing nick within 10 seconds, you will still ignore the request, but will not notice him or her (which prevents people from making you flood yourself off your server for sending excessive notices). You will also ignore channel messages from that address for 10 seconds, so you don't flood yourself by doing excessive /userhosts (which is how Little Star determines if a nick is valid). The bots on #MockLamer also help prevent people from abusing it this way, I just thought added protection would be nice.

- To prevent flooding yourself, you will only respond to 5 mock requests in any 10 second interval. If you are waiting for that interval to expire and you get a mock request, you will send a notice to the person who requested it to try again shortly. Unless, however, you just sent such a notice to the same address (in `*!*user@*.domain` form) in the last 10 seconds, in which case you will just ignore the request quietly.

That's about it!

Next time you want to nuke or ICMP someone, try typing /mockon, then /mock <nick> instead :)

Help file generated by VB HelpWriter.



