

NickServ

Written by SorceryNet
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Nickserv Commands

Nickserv enables a user to register a nick in order to own the nick and have the benefits that come with it. There are quite a few functions and options that come with registering a nick to include being able to be auto-opped in a channel, receiving and sending memos, registering your own channel and grouping other nicks. The list provided below gives the commands for NickServ with detailed explanations and examples. You may also find quick support by typing '/nickserv help' in your status window which will give you this list to peruse on SorceryNet.

* REGISTER

Explanation: This command will register a nick to you. Your e-mail is used to send you out an authentication code for confirming your nick registry and may be used later to help you recover your nick if you lose your password. Make sure to put a real e-mail in. All e-mails are confidential and for your use only. Nicks are automatically set to be hidden from other users who may use INFO on a nick. Nick registrations expire after 30 days if not identified to. See 'Identify' for further information. Do not give out your password to anyone and make the password something that is not easily thought up by other users.

Syntax: /NickServ REGISTER password e-mail

Example: /nickserv register vegetable cornyemail@blankmail.net

Note: Passwords that you make are case sensitive and there can be no spaces between the letters. Also, do not put any symbols around the e-mail such as { } or []. The e-mail will be incorrect if you do so.

* CONFIRM

Explanation: You will receive an e-mail after you register your nick. Go to the e-mail you registered your nick with and open the letter from 'services'. A line will read like this: [Please type " /msg NickServ confirm cLqc6RpR62" into your IRC client to complete the registration.] Copy or type in /msg nickserv confirm [number given] to your IRC client window while being in the appropriate nick and hit Enter. This will finish your registration process.

Example: /nickserv confirm cLqc6RpR62

* ENTERCODE

Explanation: This allows you to enter the passcode you received after losing a password and going to an Oper in #sorcery to have a new code sent to you. Be in the nick before using this command.

Syntax: /NickServ ENTERCODE passcode

Example: /nickserv entercode c123KHGki3

* GROUP

Explanation: This command allows a new nickname you have selected to join a registered nickname's group. The password after this will be the same as any other nick in the Group. You will also be able to share your dominant nick's configuration, memos, channel privileges and more. Prior to using this command, identify to your target nick by changing to the target nick and doing the Identify command. After, change back to the nick you want to Group. You can only be in one group at a time and group merging is not possible. If you register another

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nick, you will need to drop it to put it in the group.

Syntax: /NickServ GROUP target password

Example: nick target = Kenny password for nick registered = peanutbutter

/nickserv group Kenny peanutbutter

* IDENTIFY

Explanation: After registering a nick, you will want to identify to it in order to keep the nick registered to you. Failure to do so will cause the nick to drop after 30 days, making it available again to other users. You also may not be able to use the nick if you do not identify to it within a minute if your settings for the nick are set that way. The network does this automatically so if you wish to change the options, you will need to adjust this yourself. Identifying to your nick also grants you the ability to use the privileges that come with a registered nick such as channel ops and access to your memos. The password is the same one that you registered your nick with.

Syntax: /NickServ IDENTIFY password

Example: Password = pepsi

/nickserv identify pepsi

Shortcut: /ns id pepsi

* LOGOUT

Explanation: This reverses the effect of the Identify command, but will not ask you to re-identify to the nick, so long as you do not lose your connection or change nicks.

Syntax: /NickServ LOGOUT

Example: /nickserv logout

* DROP

Explanation: This command will drop the registered nickname from the NickServ database. A nick that has been dropped is available for anyone to register. You will need to have identified to your nick prior to using this command.

Syntax: /NickServ DROP nickname

Example: nick is Junkie

/nickserv drop Junkie

* ACCESS

Explanation: This command can modify or display the access list for your nick. It is the list of addresses that will automatically be recognized by NickServ so that you have access to use the nick. If you want to use the nick from a different address, you need to use the Identify command for NickServ to recognize you.

Syntax: /NickServ ACCESS ADD mask

/NickServ ACCESS DEL mask

/NickServ ACCESS LIST

Examples:

/nickserv access add Jen@*.blah.com = Allows access to the ident user Jen when connecting from any machine in the blah.com domain.

/nickserv access del Jen@*.blah.com = Removes the access granted by the above command.

/nickserv access list = Gives you the current access list.

* SET

Explanation: There are various options you can set for your nick and registry. Each option listed below will have further instructions here or you can use `/nickserv help set option`. You must be Identified to your nick before you can use these commands.

Syntax: `/NickServ SET option parameters`

Options:

DISPLAY - Changes the display nick of your Group in Services.

PASSWORD - This allows you to change your password.

LANGUAGE - Sets the language that Services will use when sending messages to you.

URL - Place in a url which will be associated with your nickname.

EMAIL - Sets an email to be associated with your nick and allows you to alter it if your email you registered with has changed.

ICQ - Allows you to place an ICQ number in to be viewed by others.

GREET - Place a greet message to go with your nickname.

KILL - Allows you to turn on the nick protection timer or disengage it. Also allows you to set the timer in which a nick will be forcibly changed.

SECURE - Turn nickname security on or off. This is the prompt to change your nick.

PRIVATE - Prevents your nickname from appearing in a `/nickserv list used`.

HIDE - Gives the option of hiding email, status, usermask, last quit message and whether you are online or not.

MSG - Sets how Services will communicate with you. If this is set 'on', Services will message you instead of sending Notices.

AUTOOP - On or off. This allows ChanServ to op you automatically when you enter a channel you have autoops in if set to 'on'. If 'off', ChanServ will not op you automatically.

* SET DISPLAY

Explanation: This changes the display used to refer to your nickname Group in Services. The new display must be a nick within your Group and in order to change it, you must be in the nickname and identified to it before using this command. When someone asks for info on a nick, the dominant display nickname will show up.

Syntax: `/NickServ SET DISPLAY new-Display`

Example: `/nickserv set display Claw`

* SET PASSWORD

Explanation: This allows you to change your password. You must identify to the nick with the former password before you can do this command.

Syntax: `/NickServ SET PASSWORD new-password`

Example: `/nickserv set PASSWORD speeddemon23`

* SET LANGUAGE

Explanation: This changes the language that Services will use when sending you messages.

Syntax: `/NickServ SET LANGUAGE number`

The following is a list of the supported languages and the number.

1 = English

2 = Francais (French)

3 = Deutsch (German)

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- 4 = Italiano (Italian)
- 5 = Português (Portuguese)
- 6 = Español (Spanish)
- 7 = Türkçe (Turkish)
- 8 = Catala (Catalan)
- 9 = ḂëçíéÛ (Greek)
- 10 = Nederlands (Dutch)
- 11 = Ḃóññèèé (Russian)
- 12 = Magyar (Hungarian)
- 13 = Polski (Polish)

Example: /nickserv set language 4 = for Italian.

* SET URL

Explanation: This will associate a URL with your nickname and can be viewed when someone does an Info request on your nick.

Syntax: /NickServ SET URL url

Example: /nickserv set url http:www.wherever.com

* SET EMAIL

Explanation: Sets an E-mail address to your nickname. This address can be displayed when someone uses the Info command. You can also hide it by doing the SET HIDE command.

Setting an email allows you to recover a forgotten password.

Syntax: /NickServ SET EMAIL address

Example: /nickserv set email blahsomething@gmallz.com

* SET ICQ

Explanation: Puts in an ICQ number that will show up when someone uses an INFO command on your nick.

Syntax: /NickServ SET ICQ number

/example: /nickserv set ICQ 2342392333

* SET GREET

Explanation: This will set your nick up with a message that will be displayed when joining a channel that has the GREET option enabled, provided you have the necessary op access.

Syntax: /NickServ SET GREET message

Example: /nickserv set GREET I have arrived. All rejoice and give offerings.

* SET KILL

Explanation: This turns the automatic protection for your nick on or off and also enables you to change the timer before NickServ will forcibly remove the nick from someone. QUICK allows only 20 seconds for someone to change nicks or Identify instead of the usual 60 seconds.

IMMED will force the user's nick to be changed immediately without being warned first. It is -strongly- suggested that you do not use the IMMED option if you are unfamiliar with it, as it will prevent even the nick owner from getting the nick if Access is not set correctly. There is no remote identifying at this time.

Syntax: /NickServ SET KILL {ON | QUICK | IMMED | OFF}

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Example: /nickserv set kill on = sets kill on
/nickserv set kill off = turns kill off
/nickserv set quick on = sets the time to 20 seconds before the nick is forcibly removed.

* SET SECURE

Explanation: This turns NickServ's security features on or off for your registered nick. With SECURE set ON, you must enter your password before you will be recognized as the owner of the nick, regardless of whether you have set your address on the ACCESS list or not. However, if you are on the ACCESS list, NickServ will not auto-kill you, regardless of the setting of the KILL option. Setting this to OFF will remove the prompt to identify to NickServ, allowing anyone to use the nick, though it will give a message that the nick is registered to someone else.

/Syntax: /NickServ SET SECURE {ON | OFF}

Examples: /nickserv set secure on
/nickserv set secure off

* SET PRIVATE

Explanation: If set to ON, your nickname will not appear in a nickname list generated with NickServ's LIST command. With PRIVATE set off, users may see your nick with the LIST command. Anyone who knows your nickname, whether this is set on or off, can still get information on the nick by using the INFO command.

Syntax: /NickServ SET PRIVATE {ON | OFF}

Examples: /nickserv set private on
/nickserv set private off

* SET HIDE

Explanation: This allows certain information that you do not want displayed, when someone uses a NickServ INFO command on your nick, to be hidden.

Syntax: /NickServ SET HIDE [EMAIL | STATUS | USERMASK | QUIT] {ON | OFF}

Examples: /nickserv set hide email on = hides email. /nickserv set hide email off = allows it to appear in INFO checks.

/nickserv set hide status on or off = shows Services access status or not.

/nickserv set hide usermask on or off = hides last seen user@hostmask info, or not if off.

/nickserv set hide quit on or off = hides or reveals the last quit message you had when leaving SorceryNet.

Note: Hostmasking is done on SorceryNet whether the usermask option is set on or off.

* SET MSG

Explanation: This allows you to select the way Services will be communicating with you. With SET MSG ON, Services will send you messages. With this option off (standard), Services will send you Notices instead.

Syntax: /NickServ SET MSG {ON | OFF}

Examples: /nickserv set msg on
/nickserv set msg off

* UPDATE

Explanation: This updates your current status. It will check for new memos, sets needed

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chanmodes (ModeonID) and updates your userflags such as lastseentime, etc.

Syntax: /NickServ UPDATE

Example: /nickserv update

* RECOVER

Explanation: Using this command allows you to recover your nickname if someone else has taken it and you have the KILL option set OFF. It does the same thing that NickServ does automatically when the KILL option is on. If you use this option, NickServ brings a fake user online with the apprehended nickname so the other user is forcibly disconnected. It will remain online for 60 seconds to ensure the other user does not just reconnect immediately so that you have time to reclaim your nick. If you wish to get the nick back sooner than 60 seconds, you can use the RELEASE command.

Syntax: /NickServ RECOVER nickname {password}

Example: /nickserv recover Suzy saywhat23

* RELEASE

Explanation: Use of this command instructs NickServ to release the hold on your nickname that is caused by automatic KILL protection or by use of the RECOVER command. Usually the nick will be held by NickServ for 60 seconds but this allows you to cut the time to immediate.

Syntax: /NickServ RELEASE nickname {password}

Example: /nickserv release Suzy saywhat23

* GHOST

Explanation: Occasionally, your internet connection is cut off abruptly but IRC may recognize you as still being online. You can acquire your nick back by using this command, which will terminate "ghost's" connection.

Syntax: /NickServ GHOST nickname {password}

Example: /nickserv ghost Suzy saywhat23

* INFO

Explanation: This displays information about the target nickname such as the owner of the nick, last seen address and time on and some nick options such as URLs set. To hide some of this information, a user may use the SET HIDE command. If you are identified to the nick you are looking up information on, you will be shown all of the information; regardless of whether you have set it to Hide or not.

Syntax: /NickServ INFO nickname = provides some info. You will see the option to get more information with 'all'

Syntax: /NickServ INFO nickname ALL = provides all of the information possible to be collected on the nick.

Example: /nickserv info James

/nickserv info James all

* LIST

Explanation: Lists all registered nicknames which match a set of parameters, in nick!user@host format. Nicks with the SET PRIVATE option ON will not be displayed. Note that a pattern preceding with '#' specifies the range.

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Syntax: /NickServ LIST pattern

Examples: /nickserv list *!haha@joke.com = Lists all nicks owned by haha@joke.com

/nickserv list *bot*!*@* = Lists all registered nicks with 'bot' in their names.

/nickserv list *!*@*.ick.org = Lists all nicks owned by users in the ick.org domain.

/nickserv list #50-100 = Lists the 50th through 100th nick in the current list order.

* ALIST

Explanation: Lists all channels you have access (ops of any kind) on. Optionally, you can specify a level in XOP or ACCESS format (see ChanServ Help for more info). The resulting list will only include channels where you have the specified level of access requested.

Syntax: /NickServ ALIST [Level]

Examples: /nickserv alist founder = Lists all channels you have Founder access in.

/nickserv alist aop = Lists all channels where you have AOP access or greater.

/nickserv alist 10 = Lists all channels where you have level 10 (SOP) access or greater.

Note: Channels that have no expiration will have a '!' before the channel name.

* GLIST

Explanation: This lists all nicks in your Group.

Syntax: /NickServ GLIST

Example: /nickserv glist

* STATUS

Explanation: This command used on a nick will return the nickname as well as a code from 0 to 3. If no nickname is specified, your own Status will be given.

0 - no such user is online or the nickname is not registered.

1 - user is not recognized as the nickname's owner.

2 - user recognized as the nickname's owner via access list only.

3 - user recognized as the nickname's owner via password identification.

Syntax: /NickServ STATUS nickname

Example: /nickserv status JD

Note: You can request more than one nick at a time with this command; up to 16.

Example: /nickserv status JD Mark Lassie_is_a_Dog What

This will return a status code for JD, Mark, Lassie_is_a_Dog and What, on individual lines.