

Chanserv Commands

ChanServ allows you to register, control and alter various aspects of channels. It gives you the ability to customize a channel, ops privileges and more through the commands listed below, as well as providing a solid defense against malicious users who attempt thefts of channels, flooding, etc. You can access help on IRC by typing in your status window '/chanserv help'. All of the commands are listed here with more detail and solid examples. For further aid, you are welcome to bring your inquiries to #sorcery where we will be glad to assist you.

* REGISTER

Explanation: This command registers a channel into the ChanServ database. You must have a registered nick, be identified to it and be an op in a channel you would wish to register. If you need assistance registering your nick, do the command: '/nickserv help register'. Preferably, use a different password than the one you used to register your nick. The description can be anything short that tells a bit about what the purpose of the channel is for. When you register a channel, you become the Founder and as such, can change all of the channel settings and ChanServ automatically grants the Founder channel-operator privileges upon entering the room. To grant functions to ops who will assist you in running the channel, see /ChanServ ACCESS.

Syntax: /ChanServ REGISTER #channel password description

Example: /chanserv register #sorcery ExeCuto1 A room full of unusual people.

* IDENTIFY

Explanation: This command gives proof to ChanServ that you are the Founder of the given channel. Many commands require you to use the Identify command prior to using them. The password you use here is the same one that you registered the channel with.

Syntax: /ChanServ identify #channel password

Example: /chanserv identify #sorcery ExeCuto1

* LOGOUT

Explanation: This command logs the selected nickname out; meaning that the user would have to re-identify him/herself to regain access. If you are the Founder of the channel, you have the power to log out anyone from ChanServ. No one else has this privilege and can only log out themselves.

Syntax: /ChanServ LOGOUT channel nickname

Example: /chanserv logout #orange Bloo

* DROP

Explanation: You can use this command to unregister a channel that you are the Founder of. You must use the IDENTIFY command first. Once a channel is dropped, it may be registered by the first op to the room, as it has become available. On SorceryNet, you can do '/chanserv help set option' (replacing 'option' with one of the options below) to get an understanding of what these commands do. You can also read on in this section for a more in depth look.

Syntax: /ChanServ DROP channel

Example: /chanserv drop #orange

* SET

Explanation: This allows the channel Founder to set various channel options.

Syntax: /ChanServ SET channel option parameters

Options:

FOUNDER - Sets the Founder of a channel.

SUCCESSOR - Set a successor for a channel.

PASSWORD - Set the Founder password for the channel.

DESC - Set a channel description.

URL - Associate a URL with the channel.

EMAIL - Associate an E-mail address with the channel.

ENTRYMSG - Set a message to be sent to users when they enter the channel.

BANTYPE - Set how Services has bans on the channel

MLOCK - Lock channel modes on or off.

KEEPTOPIC - Retain a topic when the channel is not in use.

OPNOTICE - Send a notice when OP/DEOP commands are used.

PEACE - Regulate the use of critical commands.

PRIVATE - Hide the channel from the LIST command.

RESTRICTED - Restrict access to the channel.

SECURE - Activate ChanServ security features.

SECUREOPS - Provides stricter control of chanop status.

SECUREFOUNDER - Provides stricter control of channel Founder status.

SIGNKICK - Sign kicks that are done with the KICK command.

TOPICLOCK - The topic can only be changed with the TOPIC command.

XOP - Toggles the user privilege system

* SET FOUNDER

Explanation: This changes the Founder of a channel. The new nickname to be set as Founder must be registered.

Syntax: /ChanServ SET channel FOUNDER nick

Example: /chanserv set #blah founder Pita

* SET SUCCESSOR

Explanation: This function allows a Founder to choose a successor for the channel. If the Founder's nick expires or is dropped while the channel is still registered, the Successor will inherit the channel as the new Founder. If, for some reason, the Successor has too many channels registered to him/her, the channel instead will be dropped. The Successor must have a registered nick.

Syntax: /ChanServ set channel SUCCESSOR nick

Example: /chanserv set #blah Luke

* SET PASSWORD

Explanation: This allows the Founder to change the password that is used to Identify as the Founder of the channel. The Founder must Identify to the channel prior to using this command.

Syntax: /ChanServ SET channel PASSWORD password

Example: /chanserv set #zomg password 234lalarawr93

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* SET DESC

Explanation: This command allows you to set up a description for the channel. This will show up in LIST and INFO commands.

Syntax: /ChanServ SET channel DESC description

Example: /ChanServ SET #zomg desc a channel totally about whatever zomg.

* SET URL

Explanation: Allows you to associate a URL to the channel which will be displayed whenever someone requests information on the channel with the INFO command. If you give no parameter, instead of providing a new URL, this will delete any current URL listed for the channel.

Syntax: /ChanServ Set channel URL {url}

Examples: /ChanServ set #bloom url http://www.lala.com = inserts the URL
http://www.lala.com.

/chanserv set #bloom url = No URL set and if there was a former URL, it was deleted.

* SET EMAIL

Explanation: This allows you to set up an E-mail address that will be associated to the channel to be viewed whenever someone uses the INFO command. If this command is used without inputting an address, no E-mail address will be posted.

Syntax: /ChanServ SET channel EMAIL {address}

Examples: /chanserv set #caramba bart@wherever.com = to add E-mail bart@wherever.com
/chanserv set #caramba = to remove E-mail.

* SET ENTRYMSG

Explanation: This sets a message which will be sent via /notice to users when they enter the channel. If no parameter (message) is given, this erases the entry message that would be sent upon entering the channel.

Syntax: /ChanServ SET channel ENTRYMSG {message}

Examples: /chanserv set #caramba entrymsg Welcome to #caramba! = to set the message
"Welcome to #caramba!"

/chanserv set #caramba entrymsg = this removes the entry message.

* SET BANTYPE

Explanation: Sets the ban type that will be used by ChanServ whenever it needs to ban someone from your channel. The bantype options are 0-3 and can be selected and then later altered if you wish.

0 = ban in the form *!user@host

1 = ban in the form *!*user@host

2 = ban in the form *!*@host

3 = ban in the form *!*user@*.domain

Syntax: /ChanServ SET channel BANTYPE number

Example: /chanserv set #banhammer 2

* SET KEEPTOPIC

Explanation: This enables or disables the option of keeping a topic in the channel even after

the last user leaves. The topic is restored when the channel is next used.

Syntax: `/ChanServ SET channel KEEPTOPIC {ON | OFF}`

Example: `/chanserv set #banhammer keeptopic on`

* SET TOPICLOCK

Explanation: This enables or disables the topic lock option for a channel. When TOPICLOCK is set ON, ChanServ will not allow the channel topic to be changed via the `/topic` command.

Syntax: `/ChanServ SET channel TOPICLOCK {ON | OFF}`

Example: `/chanserv set #bruhaha topiclock on`

* SET MLOCK

Explanation: MLOCK serves as a way to lock in channel mode preferences that with the `/mode` command, would be erased when the channel is emptied. To see a list of channel modes, check out 'Channel Modes' in this FAQ section of the site. ChanServ allows you to define whether you want certain channel modes to be on, off or free to be either on or off. The SET MLOCK command mode parameter is constructed exactly the same way as a `/MODE` command. Modes followed by a '+' are locked on. Modes with a '-' are locked off. Each use of this command will remove ALL modes previously locked in before, so copy in the modes you want to remain and want turned off each time.

Syntax: `/ChanServ SET channel MLOCK +modes-modes`

Examples: `/chanserv set #boogie mlock +nt-iklps =` This forces modes 'n' and 't' on, while disabling modes 'i,k,l,p,s'.

`/chanserv set #channel mlock +knst-ilmp my-key =` This forces modes 'k,n,s,t' to on and disables modes 'i,l,m' off. It also forces the channel KEY to be "my-key".

`/chanserv set #channel mlock + =` This removes the mode lock so that all channel modes are free to be either on or off. Ops can then add modes temporarily with the `/MODE` command.

Note: If you set a mode-locked KEY, as shown in the second example above, you should also SET RESTRICTED ON (see SET RESTRICTED) or anyone entering the channel when it is empty will be able to see the KEY.

* SET PEACE

Explanation: This command activates or disables the 'peace' option for a channel. When PEACE is set, a user will not be able to kick, ban or remove a channel status of a user that has a level superior or equal to his/hers via ChanServ commands.

/Syntax: `/ChanServ SET channel PEACE {ON | OFF}`

Example: `/chanserv set #rabbit-hole peace on`

* SET PRIVATE

Explanation: This enables or disables the private option for a channel. When PRIVATE is set ON, a search by `/msg ChanServ LIST` will not include the channel in any lists. The `/list` command will also not place the channel in the over all list.

Syntax: `/ChanServ SET channel PRIVATE {ON | OFF}`

Example: `/chanserv set #rabbit-hole private off`

* SET RESTRICTED

Explanation: This enables or disables the restricted access option for a channel. When

restricted access is set on, users who are not on the Access List will instead be kicked and banned from the channel.

Syntax: /ChanServ SET channel RESTRICTED {ON | OFF}

Example: /chanserv set #baba restricted on

* SET SECURE

Explanation: This enables or disables ChanServ's security features for a given channel. When SECURE is set ON, only users who have registered nicknames with ChanServ and Identified with their password will be given access (ops functions) to the channel as controlled by the Access List.

Syntax: /ChanServ SET channel SECURE {ON | OFF}

Example: /chanserv set #starseekers secure off

* SET SECUREOPS

Explanation: This enables or disables the Secure Ops option for a channel. If this is set on, only users who are on the userlist will gain ops and those who are not on the list will not be allowed chanop status.

Syntax: /ChanServ SET channel SECUREOPS {ON | OFF}

Example: /chanserv set #starseekers secureops on

* SET SECUREFOUNDER

Explanation: This command enables or disables the Secure Founder option for a channel. When this is set on, only the real Founder will be able to drop the channel, change its password, change the Founder and the Successor. Any other Founders set by level after the initial one will not be able to.

Syntax: /ChanServ SET channel SECUREFOUNDER {ON | OFF}

Example: /chanserv set #starseekers securefounder on

* SET SIGNKICK

Explanation: When this is enabled, kicks issued with the ChanServ KICK command will have the nick that used the command as part of the reason for the kick. If you use LEVEL, those who have a level that is superior or equal to the SIGNKICK Level assigned will not have their kicks signed. See /msg ChanServ HELP LEVELS for further information on SorceryNet, or LEVELS on this page.

Syntax: /msg ChanServ SET channel SIGNKICK {ON | LEVEL | OFF}

Example: /chanserv set #kazoo signkick on

* SET XOP

Explanation: This enables or disables the xOP lists system for a channel. When xOP is set, you have to use the AOP/SOP/VOP/HOP commands in order to grant channel privileges to users. Otherwise, you have to use the ACCESS command. Please see ACCESS to learn more on this page so you can decide what is right for your channel. On a technical note, when you switch from Access list to xOP lists system, your Level definitions and user levels will be altered.

You will find that the values will be different if you switch back to the Access system. If you switch to the xOP lists system from Access, you will want to double check that the users in the list are set as you want them and adjust as needed. Switching from xOP lists system to the

Access list system, however, causes no problems.

Syntax: `/ChanServ SET channel XOP {ON | OFF}`

Example: `/chanserv set #kazoo xop off`

* SET OPNOTICE

Explanation: Activating this implies that ChanServ will send a notice to the channel whenever the OP or DEOP commands are used for a user in the channel. Turning it off means that no message shall be sent.

Syntax: `/ChanServ SET channel OPNOTICE {ON | OFF}`

Example: `/chanserv set #kazoo opnotice on`

* AOP

Explanation: This maintains the AOP (AutoOP) list for a channel. The AOP list will give users the right to be auto-opped on your channel, unban and invite themselves to the channel as needed and to have their greet message show when they join the channel, amongst some other privileges. Only SOP and above may add or delete AOPs. However, any user on the AOP list may use the AOP LIST command. If this command is disabled for your channel, you will need to use the Access list or switch to the xOP list so that the function is available. `/Chanserv help ACCESS` for more information on the Access List and `/Chanserv help SET XOP` for information on the XOP list.

Syntax: `/ChanServ AOP channel ADD nick`

Example: `/chanserv aop #rawr add Snoopy` = Adds user Snoopy to the AOP list.

Syntax: `/ChanServ AOP channel DEL {nick | entry-number(s)}`

Examples: `/chanserv aop #rawr del Snoopy` = Removes Snoopy from the AOP list.

`/chanserv aop #rawr del 2` = removes the second AOP in the AOP list.

`/chanserv aop #rawr del 1-2` = This will remove the first two AOPs from the list.

Syntax: `/ChanServ AOP channel LIST [mask | list]`

`/chanserv aop #rawr list 2-5, 7-9` = This will list the 2nd-5th users and 7th-9th users in the AOP List

Syntax: `/ChanServ AOP channel CLEAR`

Example: `/ChanServ aop #rawr clear` = This will clear the AOP list entirely. Only Founders can do this command.

* HOP

Explanation: This maintains the HOP (HalfOP) list for a channel, which grants the selected users the right to be auto-halfopped in your channel. This functions much the same as the AOP commands do. The HOP ADD, HOP DEL and HOP LIST commands are limited to AOPs and above. If this command is disabled for your channel, you will need to use the Access list or switch to the xOP list so that the function is available. `/Chanserv help ACCESS` for more information on the Access List and `/Chanserv help SET XOP` for information on the XOP list.

Syntax: `/ChanServ HOP channel ADD nick`

Example: `/chanserv hop #rawr add Snoopy` = This adds user Snoopy to the HOP list.

Syntax: `/ChanServ HOP channel DEL {nick | entry-number(s)}`

Examples: `/chanserv hop #rawr del Snoopy` = Removes Snoopy from the HOP list.

`/chanserv hop #rawr del 2` = removes the second HOP in the HOP list.

`/chanserv hop #rawr del 1-2` = This will remove the first two HOPs from the list.

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Syntax: /ChanServ HOP channel LIST [mask | list]

/chanserv hop #rawr list 2-5, 7-9 = This will list the 2nd-5th users and 7th-9th users in the HOP List

Syntax: /ChanServ HOP channel CLEAR

Example: /ChanServ hop #rawr clear = This will clear the HOP list entirely. Only Founders can do this command.

* SOP

Explanation: This maintains the SOP (SuperOP) list for the channel. SOPs have all the privileges that AOPs do but also can use the AutoKick and BadWords lists, can read and send channel memos and so on. AOPs and above can use the List function here. The channel Founder may add or delete from the SOP list. If this command is disabled for your channel, you will need to use the Access list or switch to the xOP list so that the function is available.

/Chanserv help ACCESS for more information on the Access List and /Chanserv help SET XOP for information on the XOP list.

Syntax: /ChanServ SOP channel ADD nick

Example: /chanserv sop #rawr add Snoopy = This adds user Snoopy to the SOP list.

Syntax: /ChanServ SOP channel DEL {nick | entry-number(s)}

Examples: /chanserv sop #rawr del Snoopy = Removes Snoopy from the SOP list.

/chanserv sop #rawr del 2 = removes the second HOP in the SOP list.

/chanserv sop #rawr del 1-2 = This will remove the first two SOPs from the list.

Syntax: /ChanServ SOP channel LIST [mask | list]

/chanserv sop #rawr list 2-5, 7-9 = This will list the 2nd-5th users and 7th-9th users in the SOP List

Syntax: /ChanServ SOP channel CLEAR

Example: /ChanServ sop #rawr clear = This will clear the SOP list entirely. Only Founders can do this command.

* VOP

Explanation: This maintains the VOP (VoicePeople) list for a channel. VOP list users are auto-voiced upon entering a channel, so long as they have Identified to NickServ first. They can also auto-voice themselves, which can assist them from being moderated. The VOP ADD, VOP DEL and VOP LIST commands are limited to AOPs or above. If this command is disabled for your channel, you will need to use the Access list or switch to the xOP list so that the function is available. /Chanserv help ACCESS for more information on the Access List and /Chanserv help SET XOP for information on the XOP list.

Syntax: /ChanServ VOP channel ADD nick

Example: /chanserv vop #rawr add Snoopy = This adds user Snoopy to the VOP list.

Syntax: /ChanServ VOP channel DEL {nick | entry-number(s)}

Examples: /chanserv vop #rawr del Snoopy = Removes Snoopy from the VOP list.

/chanserv vop #rawr del 2 = removes the second HOP in the VOP list.

/chanserv vop #rawr del 1-2 = This will remove the first two VOPs from the list.

Syntax: /ChanServ VOP channel LIST [mask | list]

/chanserv vop #rawr list 2-5, 7-9 = This will list the 2nd-5th users and 7th-9th users in the VOP List

Syntax: /ChanServ VOP channel CLEAR

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Example: `/ChanServ vop #rawr clear` = This will clear the VOP list entirely. Only Founders can do this command.

* ACCESS

Explanation: This maintains the Access list for a channel. The Access list specifies which users are allowed chanop status. It also determines what ChanServ commands will function for the OP in the channel. Different user levels allow for access to different subsets of privileges. To add someone to the Access list, the user must have a higher Level than the Level intended for the user being added. If you wish to change the level someone has in your channel Access list, you may do so by doing the ACCESS ADD command with the new intended level added.

Syntax: `/ChanServ ACCESS channel ADD nick level`

Examples: `/chanserv access #brawl add Bob 5` = Sets Bob as a user with AOP capabilities.

`/chanserv access #brawl add Bob 10` = This will change Bob to a Level 10, granting him SOP capabilities.

Syntax: `/ChanServ ACCESS channel DEL {nick | entry-number(s)}`

Examples: `/chanserv access #brawl del Bob` = Removes Bob from the Access List, effectively removing Ops of any sort from the channel.

`/chanserv access #brawl del 4-7` = This removes the 4th through 7th Ops on the Access List.

Syntax: `/ChanServ ACCESS channel LIST {mask | list}`

Example: `/chanserv access #brawl list 2-5,7-9` = Lists access entries numbered 2 through 5 and 7 through 9 for the channel #brawl.

Syntax: `/ChanServ ACCESS channel CLEAR`

Example: `/chanserv access #brawl clear` = This clears the entire Access list for the channel. Only channel Founders can do this command.

* ACCESS LEVELS

Explanation: By default, the following Access levels are defined:

Founder = Full access to ChanServ functions and automatic opping upon entering the channel. Note that only one person may have Founder status. (It cannot be given using the ACCESS command.)

10 = Access to AKICK command, automatic opping, may add Ops of lower level to the Access list.

5 = Automatic opping, bans and some channel modes.

4 = Automatic half-opping.

3 = Automatic voicing.

0 = No special privileges. Can be opped by other ops (unless SECUREOPS is set ON).

<0 = May not be opped.

Note: These levels may be changed or new ones can even be added using the LEVELS command. See LEVELS below or on SorceryNet type in: `/ChanServ HELP LEVELS` for more information.

* AKICK

Explanation: Akicks are permanent kick/bans against a user. If the user who is akicked from your channel attempts to join, ChanServ will automatically kick and ban the user. The AKICK ADD command will add the given nick or usermask to the AutoKick list. If a reason is given with the command, it will be used, but if not, the default reason is "You have been banned from the

channel". When akicking a registered nick, the NickServ account will be added to the Akick list instead of the mask. All users within that nickgroup will then be akicked from the channel. The AKICK STICK command permanently bans the given mask on the channel. If someone attempts to remove the ban, ChanServ will automatically reset it. This cannot be used for registered nicks. The AKICK UNSTICK command cancels the effect of the STICK command, so you will be able to unset the ban again on the channel. Keep in mind that when removing bans from the Akick List, you will want to also remove any bans manually that were set as these will not be removed, whether the akick is there or not.

Syntax: /ChanServ AKICK channel ADD {nick | mask} [reason]

Example: /chanserv akick #catsrule add *!*@a52371.6ca5ee35.123.456.imsk flooded the channel. Nick: Cake = A mask was used as well as a message.

Syntax: /ChanServ AKICK channel STICK mask

Example: /chanserv akick #catsrule stick Carlton!*@* = You cannot use this command for registered nicks. Otherwise it works just fine.

Syntax: /ChanServ AKICK channel UNSTICK mask

Example: /chanserv akick #catsrule unstick Carlton!*@* = Removes Carlton!*@* off the list.

Syntax: /ChanServ AKICK channel DEL {nick | mask | entry-number(s)}

Examples: /chanserv akick #catsrule del Carlton = The akick is deleted by the nick.

/chanserv akick #catsrule del *!*@a52371.6ca5ee35.123.456.imsk = the akick is deleted by the mask.

/chanserv akick #catsrule del 12 = This deletes the 12th akick set on the list.

Syntax: /ChanServ AKICK channel LIST {mask | entry-number(s)}

Example: /chanserv akick #catsrule list 4 = This lists the 4th akick done on the channel. If the '4' was not placed here, it would list all akicks.

Syntax: /ChanServ AKICK channel VIEW {mask | entry-number(s)}

Example: /chanserv akick #catsrule view 3-5 = This brings up a more detailed version of the akicks than 'LIST' will. The 3-5th akicks will be listed.

Syntax: /ChanServ AKICK channel ENFORCE

Example: /chanserv akick #catsrule enforce = The AKICK ENFORCE command causes ChanServ to enforce the current AKICK llist by removing those users who match an AKICK mask.

Syntax: /ChanServ AKICK channel CLEAR

Example: /chanserv akick #catsrule clear = Only a Founder may set this, but the channel AKICK list will be cleared.

* LEVELS

Explanation: The LEVELS command allows you to have control over the meaning of the numeric Access levels used for channels. With this command, you can define the Access level required for most of ChanServ's functions. The SET FOUNDER and SET PASSWORD commands, along with the LEVELS command are always restricted to the channel Founder. LEVELS SET allows the Access level for a function or group of functions to be changed. LEVELS DISABLE (or DIS for short) disables an automatic feature or disallows access to a function by anyone other than the channel Founder. LEVELS LIST shows the current levels for each function or group of functions. LEVELS RESET resets the levels to the default levels of a newly created channel. (see ACCESS LEVELS). For a list of the Level features and functions that can be set, see HELP LEVELS DESC on SorceryNet or you can peruse them here.

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AUTODEOP Channel operator status disallowed
AUTOHALFOP Automatic mode +h
AUTOOP Automatic channel operator status
AUTOPROTECT Automatic mode +a
AUTOVOICE Automatic mode +v
NOJOIN Not allowed to join channel
SIGNKICK No signed kick when SIGNKICK LEVEL is used
ACC-LIST Allowed to view the access list
ACC-CHANGE Allowed to modify the access list
AKICK Allowed to use AKICK command
SET Allowed to use SET command (not FOUNDER/PASSWORD)
BAN Allowed to use BAN command
BANME Allowed to ban him/herself
CLEAR Allowed to use CLEAR command
GETKEY Allowed to use GETKEY command
HALFOP Allowed to use HALFOP/DEHALFOP commands
HALFOPME Allowed to (de)halfop him/herself
INFO Allowed to use INFO command with ALL option
KICK Allowed to use KICK command
KICKME Allowed to kick him/herself
INVITE Allowed to use INVITE command
OPDEOP Allowed to use OP/DEOP commands
OPDEOPME Allowed to (de)op him/herself
PROTECT Allowed to use PROTECT/DEPROTECT commands
PROTECTME Allowed to (de)protect him/herself
TOPIC Allowed to use TOPIC command
UNBAN Allowed to use UNBAN command
VOICE Allowed to use VOICE/DEVOICE commands
VOICEME Allowed to (de)voice him/herself
MEMO Allowed to list/read channel memos
ASSIGN Allowed to assign/unassign a bot
BADWORDS Allowed to use BADWORDS command
FANTASIA Allowed to use fantaisist commands
GREET Greet message displayed
NOKICK Never kicked by the bot's kickers
SAY Allowed to use SAY and ACT commands

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Syntax: /ChanServ LEVELS channel SET type level

Example: /chanserv levels #whazzup set greet 5 = This sets the level in which an OP must be in your channel to do the 'GREET' privilege in your channel. In this case, it is set to 5, so anyone AOP and above can.

Syntax: /ChanServ LEVELS channel {DIS | DISABLE} type

Example: /chanserv levels #whazzup dis kickme = Removes the automatic feature to allow certain low level ops to kick themselves.

Syntax: /ChanServ LEVELS channel LIST

Example: /chanserv levels #whazzup list = gives you a list of the levels and how they are

assigned.

Syntax: /Chanserv LEVELS channel RESET

Example: /chanserv levels #whazzup reset = Resets the channel levels to the original default levels.

* INFO

Explanation: This lists the information about a registered channel, including its Founder, time of registration, last time the channel was used, the description set for the channel and the modes the channel has locked if any. If ALL is specified, the entry message and Successor will also be displayed. By default, the ALL option is limited to those with Founder Access on the channel.

Syntax: /ChanServ INFO channel [ALL]

Example: /chanserv info #bree all

* LIST

Explanation: Lists all registered channels matching the criteria given. Channels set to PRIVATE will not be listed in the search.

Syntax: /ChanServ LIST pattern

Example: /chanserv list rpg = To list all non-private rooms with 'rpg' in the channel name.

* OP

Explanation: Ops a selected nick on a channel. If the nick is not given with the command, it will op you. If the channel and nick are not given, it will op you on all channels that you are on, provided you have the rights to do so. By default, this command is limited to AOPs/Level 5 Access or above on the channel.

Syntax: /ChanServ OP channel nick

Example: /chanserv op #fair Betty = This will OP Betty, so long as the one who used the command is an AOP or higher and the access permits it.

Example: /chanserv op #fair = This will op you if you have AOP/Level 5 Access to the channel, placing a @ in front of your name.

DEOP

Explanation: This command Deops a selected nick on the channel. If the nick is not given, it will deop you. If the channel and nick are not given, it will deop you in all of the channels you are in, provided you have the rights to (implying you have AOPs/Level 5 Access).

Syntax: /ChanServ DEOP channel nick

Example: /chanserv deop #fair = This deops you in the channel #fair.

Example: /chanserv deop = This deops you in all channels in which you are an AOP/Level 5 Access or higher.

* VOICE

Explanation: This command voices a selected nick on a channel. If the nick is not given, it will voice you. If the channel and nick are not given, it will voice you on all of the channels you are on, provided you have the Access. By default, VOPs/Level 3 Access and above can do self-voicing.

Syntax: /ChanServ VOICE channel nick

Example: /chanserv voice #fair Pete = This grants Pete a Voice, indicated by +v appearing in

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front of his name.

Example: /chanserv voice #fair = Voices yourself in the channel #fair.

* DEVOICE

Explanation: This command is the reverse of VOICE. If a nick is not given, it will devoice you. If the channel and nick are not given, it will devoice you on all channels you are on, provided you are a VOP/have Level 3 Access.

Syntax: /ChanServ DEVOICE channel nick

Example: /chanserv devoice #fair = This devoices you in #fair.

* HALFOP

Explanation: Halfops a selected nick on the channel. If the nick is not given, it will halfop you. If the channel and nick are not provided, it will halfop you on all of the channels you are on, provided you have the proper access of HOP/Level 4 or above.

Syntax: /ChanServ HALFOP #channel nick

Example: /chanserv halfop #ogres Patches = This grants halfops to the user Patches.

* DEHALFOP

Explanation: Dehalfops a selected nick on a channel. If the nick is not given, it will dehalfop you. If the channel and nick are not provided, it will halfop you on all of the channels you are on, provided you have the proper access of HOP/Level 4 or above.

Syntax: /ChanServ DEHALFOP #channel nick

Example: /chanserv dehalfop = This will dehalfop you on all of the channels that you have HOP/Level 4 Access or above.

* PROTECT

Explanation: This command protects a selected nick on a channel. If the nick is not given, it will protect you. If the channel and nick are not given, it will protect you on all of the channels you are on, provided you have the Access. By default, this is limited to the Founder and/or to SOPs or those that have Level 10 Access and above on the channel for self protecting.

Syntax: /ChanServ PROTECT #channel nick

Example: /chanserv protect #bounce = You are now protected on #bounce.

* DEPROTECT

Explanation: This command deprotects a selected nick on a channel. If the nick is not given, it will deprotect you. If the channel and nick are not given, it will deprotect you on all of the channels you are on, provided you have the Access. By default, this is limited to the Founder and/or to SOPs or those that have Level 10 Access and above on teh channel for self deprotecting.

Syntax: /ChanServ DEPROTECT #channel nick

Example: /chanserv deprotect #bounce = You are now deprotected on #bounce

* OWNER

Explanation: This command gives you owner status on the channel. If the channel is not given, it will give you owner status on all channels you are on, provided you have the proper Founder access.

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Syntax: /ChanServ OWNER #channel

Example: /chanserv owner #bounce = This gives you owner status in #bounce.

* DEOWNER

Explanation: This command removes your owner status on the channel. If the channel is not given, it will remove status on all channels that you are on, provided you have the proper Founder access.

Syntax: /ChanServ DEOWNER #channel

Example: /chanserv deowner #bounce

* INVITE

Explanation: This command tells ChanServ to invite you into the given channel. By default, this is limited to AOPs/Level 5 Access and above on the channel.

Syntax: /ChanServ INVITE channel

Example: /chanserv invite #bounce

* BAN

Explanation: This tells ChanServ to ban a selected nick on a channel. If a nick is not given, it will ban you. If a channel and nick are not given, it will ban you on all of the channels you are on. By default, this is limited to AOPs or those with Level 5 Access or above on the channel.

Syntax: /ChanServ BAN channel

Example: /chanserv ban #bounce = Bans you from #bounce.

* UNBAN

Explanation: This tells ChanServ to remove all bans preventing you from entering the given channel. By default, this is limited to AOPs or those with Level 5 Access or above on the channel.

Syntax: /ChanServ UNBAN channel

Example: /chanserv unban #bounce = removes any channel bans set on you in #bounce

* KICK

Explanation: This command will kick a selected nick on a channel. If the nick is not given, it will kick you. If the channel and nick are not given, it will kick you on all channels you are on, provided you have AOPs or Level 5 Access and above in the channel.

Syntax: /ChanServ KICK channel nick reason

Example: /chanserv kick #icicle Link being a pain = You have kicked Link from #icicle for being a pain.

Example: /chanserv kick #icicle = You have just kicked yourself out of #icicle.

* TOPIC

Explanation: This causes ChanServ to set the channel top ic to the one specified. If the topic is not given, an empty topic is set. This command is most useful in conjunction with SET TOPICLOCK. By default, this is limited to those with Founder Access on the channel.

Syntax: /ChanServ TOPIC channel topic

Example: /chanserv topic #icicle I am so bored today! = Changes the topic to 'I am so bored today!'

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Example: `/chanserv topic #icicle = Sets no topic.`

* CLEAR

Explanation: This command instructs ChanServ to clear certain settings on the channel. These can be any of the following and is limited by default to those with Founder access only:

MODES Resets all modes on the channel (i.e. clears modes i,k,l,m,n,p,s,t).

BANS Clears all bans on the channel.

EXCEPTS Clears all excepts on the channel.

INVITES Clears all invites on the channel.

OPS Removes channel-operator status (mode +o) from all channel operators.

HOPS Removes channel-halfoperator status (mode +h) from all channel halfoperators, if supported.

VOICES Removes "voice" status (mode +v) from anyone with that mode set.

USERS Removes (kicks) all users from the channel.

Syntax: `/ChanServ CLEAR channel what`

Example: `/chanserv clear #icicle bans = This will clear all of the bans on the channel #icicle.`