

## Channel Modes

Written by SorceryNet

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### Mode Syntax and Description

----- b /MODE <channel>  
[+|-]b <nickname!ident@hostname> Allows (half-)operators to ban specified  
hostmasks/users from the channel. This will prevent the targetted user/mask from joining  
the channel. c /MODE <channel> [+|-]c Strips out all control codes (bold, underline,  
beeps,colour codes and ANSI escapes) out of messages. e /MODE <channel> [+|-]e  
<nickname!ident@hostname> This will grant an exception for the specified  
user/hostmask. When set, the user won't be blocked by mode b (ban). f /MODE  
<channel> [+|-]f <channel> If someone attempts to join but the channel is blocked due  
e.g. +i +r +l or +j, they will join the alternate channel destination instead. Forwards may only  
be set to +F channels or to one the founder/setter has ops in. g /mode <channel> [+|-]g  
allows anyone to use the Invite command on a channel. If unset, only ops are permitted to  
use it. If this is used with +i all channel members can influence who joins. h /mode  
<channel> [+|-]h <nickname> This gives level 4(HOP) halfop status temporarily to a user.  
This user can control users with a lower level and is able set modes and topics. i /mode  
<channel> [+|-]i When this mode is set, no client can join the channel unless he/she has an  
invex(+I) or are invited with the INVITE command. j /mode <channel> [+|-]j  
<amount>:<seconds> Only <amount> users may join in each period of <seconds> seconds.  
This slows down joins to the channel. k /mode <channel> [+|-]k <key> This mode  
requires a user to supply the key (a channel password set for each member to join with) in  
order to join the channel: /JOIN #channel key. l /mode <channel> [+|-]l <limit> Sets a  
number of members permitted in a channel and those who attempt to join afterward cannot  
enter. m /mode #channel [+|-]m Only those with +o, +h or +v can chat in the channel  
when this mode is activated. Users can still knock on the channel or change nicknames. n  
/mode #channel [+|-]n This mode prevents users from sending to the channel without  
being in it themselves. This is recommended and a default. o /MODE <channel> [+|-]o  
<nickname> This gives level 5(AOP) operator status temporarily to a user. This user  
can control users with a lower or equal level and is able set modes and topics. p /mode  
<channel> [+|-] The KNOCK command cannot be used on the channel to request an invite,  
and users will not be shown the channel in WHOIS replies unless they are on it. Unlike in  
traditional IRC, +p and +s can be set together. q /mode <channel> [+|-]q  
<nickname!ident@hostname> Like +b (ban), except that the user may still join the channel.  
The net effect is that they cannot knock on the channel, send to the channel or change their  
nick while on channel. r /mode <channel> [+|-]r This mode prevents unidentified or  
unregistered users from joining. It gives a message to others not registered of Cannot join  
channel (+r) s /mode <channel> [+|-]s This mode prevents the channel from appearing in  
the output of the LIST, WHO and WHOIS command by users who are not on it. t /mode  
<channel> [+|-]t This mode prevents users who are not channel operators or half-operator  
from changing the topic. v /mode <channel> [+|-]v <nickname> This gives level 3(VOP)  
voice status temporarily to a user. This user will be exempted from mode +m if set. z  
/mode <channel> [+|-]z If set the effects of +m are relaxed so that the person may send text  
so that all channel operators may see it. This is used for moderated debates. C /mode  
<channel> [+|-]C This mode blocks the sending of CTCP commands to whole channels. F  
/mode <channel> [+|-]F When this mode is set, anybody may set a forward from a channel  
they have ops in to this channel. Otherwise they have to have ops in this channel. I /mode  
<channel> [+|-]I <nickname!ident@hostname> If set +i on a channel, users with +I can enter

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without needing a personal invite. **Q** /mode <channel> [+|-]Q Channels with this mode set are not valid targets for forwarding. Any attempt to forward to this channel will be ignored, and the user will be handled as if the attempt was never made (by sending them the relevant error message). This does not affect the ability to set +f. **S** /mode <channel> [+|-]S Only users connected by an SSL connection are able to join this channel when set. The following modes are restricted to IRC Operators **A** /mode <channel> [+|-]A This mode will mark the channel as "Administrator" channel. **L** /mode <channel> [+|-]L Channels with this mode will be allowed larger banlists (by default, 500 instead of 50 entries for +b, +q, +e and +l together). **O** /mode <channel> [+|-]O This mode will mark the channel as "IRC Operator" channel. **P** /mode <channel> [+|-]P Channels with this mode (which is accessible only to network operators) set will not be destroyed when the last user left. This makes it less likely modes, bans and the topic will be lost and makes it harder to abuse network splits, but also causes more unwanted restoring of old modes, bans and topics after long splits.