

User Modes

Written by SorceryNet
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Modes: USER MODES

+D, deaf - /mode nick +/-D = Users with the +D umode set will not receive messages sent to channels. Joins, parts, topic changes, mode changes, etc are

received as normal, as are private messages.

+g, Caller ID - /mode nick +/-g = Users with the +g umode set will only receive private messages from users on a session-defined whitelist, defined by the

/accept command. If a user who is not on the whitelist attempts to send a private message, the target user will receive a rate-limited notice saying that

the user wishes to speak to him/her.

+i, invisible - /mode nick +/-i = Invisible users do not show up in WHO and NAMES unless you are in a channel with them.

+Q, disable forwarding - /mode nick +/-Q = This umode prevents you from being affected by any of the channel forwarding mechanisms. In any event where you

would normally be forwarded, instead you will get the usual error message as if no forwarding was in effect.

+R, reject messages from non-registered users - /mode nick +/-R = If a user has the +R umode set, then any users who are not identified will receive an

error message if they attempt to send a private message or notice to the +R user. Opers and accepted users (like in +g) are exempt. Unlike +g, the target

user is not notified of failed messages.

+w, receive wallops - /mode nick +/-w = Users with the +w umode set will receive WALLOPS messages sent by opers.

ACCEPT - /ACCEPT [nick], [-nick], = Adds or removes users from your accept list for umode +g and +R. Users are automatically removed when they quit, split

or change nick.

/ACCEPT * - Lists all users on your accept list.= Support of this command is indicated by the CALLERID token in RPL_ISUPPORT (005); the optional parameter

indicates the letter of the "only allow accept users to send private messages" umode, otherwise +g. In charybdis this is always +g.

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CNOTICE - /CNOTICE [nick] [channel] [:text] = Providing you are opped (+o) or voiced (+v) in channel, and nick is a member of channel, CNOTICE generates a

NOTICE towards nick. CNOTICE bypasses any anti-spam measures in place. If you get "Targets changing too fast, message dropped", you should probably use

this command, for example sending a notice to every user joining a certain channel.

CPRIVMSG - /CPRIVMSG nick channel :text = Providing you are opped (+o) or voiced (+v) in channel, and nick is a member of channel, CPRIVMSG generates a

PRIVMSG towards nick. CPRIVMSG bypasses any anti-spam measures in place. If you get "Targets changing too fast, message dropped", you should probably use

this command.

HELP - /HELP [topic] = Displays help information. topic can be INDEX, CREDITS, UMODE, CMODE, SNOMASK or a command name.

KNOCK - /KNOCK [channel] - Requests an invite to the given channel. The channel must be locked somehow (+ikl), must not be +p and you may not be banned or

quieted. Also, this command is rate limited.

MONITOR - Server side notify list. This list contains nicks. When a user connects or quits with a listed nick or changes to or from a listed nick, you will

get a notification

/MONITOR + nick, ... - Adds nicks to your monitor list.

/MONITOR - nick, ... - Removes nicks from your monitor list. No output is generated for this command.

/MONITOR C - Clears your monitor list. No output is generated for this command.

/MONITOR L - Lists all nicks on your monitor list.

/MONITOR S -