

BotServ

Written by SorceryNet
Sunday, 05 September 2010 10:45 -

BotServ Commands

BotServ allows you to have a bot in your own channel. BotServ was created for users that either cannot host, configure or spend the time needed to run their own bots. On SorceryNet, we do permit friendly bots so this is merely a convenient bonus for those who would like to use this option instead. The available commands for the bot are listed below. On SorceryNet, you can always type in /BotServ help.

* BOTLIST

Explanation: This command lists all available bots on the network.

Syntax: /BotServ BOTLIST

Example: /botserv botlist

* ASSIGN

Explanation: This command will assign a bot to a channel. You can then configure the bot for the channel so that it fits your needs.

Syntax: /BotServ ASSIGN channel botname

Example: /botserv assign #blah Bot

* UNASSIGN

Explanation: This command removes a bot from your channel. When you use this command the bot will not join the channel anymore. However, the bot configuration for the channel will remain so you will always be able to reassign a bot later without having to reconfigure it entirely.

Syntax: /BotServ UNASSIGN channel botname

Example: /botserv unassign #blah Bot

* INFO

Explanation: This permits you to see BotServ information pertaining to a channel or a bot. If the parameter is a channel, you will get information such as enabled kickers. If the parameter is a nick, you will gain information about a bot (such as creation time or number of channels the bot is in).

Syntax: /BotServ INFO {channel | botnick}

Examples: /botserv info #blah

/botserv info Bot

* SET

Explanation: Here are the BotServ SET commands to configure bot options. Access is granted to this command by the user's Level SET.

Syntax: /msg BotServ SET (channel | bot) option parameters

DONTKICKOPS To protect ops against bot kicks

DONTKICKVOICES To protect voices against bot kicks

GREET Enable the bot to give Greet messages from users who join the channel with high enough Access.

FANTASY Enable fantaisist commands such as !op, !deop, !ban, !kick, !kb, !unban, !voice, !seen, etc.

SYMBIOSIS Allow the bot to act as a real bot. The bot will do all acts that normally

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ChanServ would handle.

* SET DONTKICKOPS

Explanation: This will enable or disable OPs protection mode on a channel. When it is enabled, ops will not be kicked by the bot, even if they do not match the NOKICK level.

Syntax: /BotServ SET channel DONTKICKOPS {ON | OFF}

Example: /botserv set #blah dontkickops on

* SET DONTKICKVOICES

Explanation: This command enables or disables Voices protection mode on a channel. When it is ON, Voices will not be kicked by the bot, even if they do not match the NOKICK level.

Syntax: /BotServ SET channel DONTKICKVOICES {ON | OFF}

Example: /botserv set #blah dontkickvoices off

* SET FANTASY

Explanation: This enables or disables the Fantasy mode on a channel. When it is enabled, users will be able to use the commands !op, !deop, !voice, !devoice, !kick, !kb, !unban and !seen on a channel. Note that users wanting to use Fantaisist commands MUST have enough level for both the FANTASIA and another level depending on the command if required. For example, to use !op, the user must have enough access for the OPDEOP Level. Many commands work simply by typing the command and the user's nick. i.e. !op Snake will give ops to user Snake in the channel.

Syntax /BotServ SET channel FANTASY {ON | OFF}

Example: /botserv set #blah fantasy on

* SET GREET

Explanation: This command enables or disables the GREET mode on a channel. When enabled, the bot will display greet messages of the users who join the channel, provided they have enough access to the channel.

Syntax: /BotServ SET channel GREET {ON | OFF}

Example: /botserv set #blah greet off

* SET SYMBIOSiS

Explanation: This enables or disables Symbiosis mode on a channel. When enabled, the bot will do everything normally done by ChanServ in the channel such as MODES, KICKS and even the entry message. Access to this command is determined by Level set.

Syntax: /BotServ SET channel SYMBIOSIS {ON | OFF}

Example: /botserv set #blah symbiosis on

* KICK

Explanation: This command sets the Bot to autokick when an event happens or parameters are met.

Syntax: /BotServ KICK channel option parameters

Options to use:

BOLDS Sets if the bot kicks bold lettering

BADWORDS Sets if the bot kicks bad words

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CAPS Sets if the bot kicks caps
COLORS Sets if the bot kicks colors
FLOOD Sets if the bot kicks flooding users
REPEAT Sets if the bot kicks users who repeat themselves
REVERSESES Sets if the bot kicks reverses
UNDERLINES Sets if the bot kicks underlines

* KICK BOLDS

Explanation: This activates the bolds kicker. When enabled, this option tells the bot to kick users who use bold typing. (Control + B) 'ttb' is the number of times a user can be kicked before he/she gets banned. Do not give ttb to disable the ban system once it has been activated.

Syntax: /BotServ KICK channel BOLDS {ON | OFF} [ttb]

Example: /botserv kick #blah bolds on

* KICK COLORS

Explanation: This sets the colors kicker on or off. When enabled, this option tells the bot to kick users who use colors. 'ttb' is the number of times a user can be kicked before that user is banned. Do not give ttb to disable the ban system once it has been activated.

Syntax: /BotServ KICK channel COLORS {ON | OFF} [ttb]

Example: /botserv kick #blah colors on 14 = The color kicker is on and after 14 times of kicking a user for colors, a ban will be set. (Control + K)

* KICK REVERSESES

Explanation: This sets the reverses kicker on or off. When enabled, this option tells the bot to kick users who use reverses (Control + R) to invert text.

Syntax: /BotServ KICK channel REVERSESES {ON | OFF} [ttb]

Example: /botserv kick #blah reverses on 5 = The bot reverses kicker has been activated and will ban after 5 kicks.

* KICK UNDERLINES

Explanation: This sets the underlines kicker on or off. When enabled, this option tells the bot to kick users who use underlines. (Control + U)

Syntax: /BotServ KICK channel REVERSESES {ON | OFF} [ttb]

Example: /botserv kick #blah reverses on 5 = The bot reverses kicker has been activated and will ban after 5 kicks.

* KICK CAPS

Explanation: This sets the caps kicker on or off. When enabled, this option tells the bot to kick users who are talking in CAPS. The bot kicks only if

there are at least the minimum caps number set and/or they constitute at least a certain percentage set of the total text line. If not set manually by this command, the bot defaults to 10 characters and 25 percent of the message. 'ttb' is the number of times a user can be kicked before he/she will be banned. Do not give ttb to disable the ban system once activated.

Syntax: /BotServ KICK channel CAPS {ON | OFF} [ttb [min [percent]]]

Example: /botserv kick #blah caps on 12 15 50 = The bot will now kick caps which constitute at

least 15 characters and 50% of the entire message. It will ban after the user has been kicked 12 times for the offense.

* KICK FLOOD

Explanation: This sets the flood kicker on or off. When enabled, this option tells the bot to kick users who are flooding the channel using at least a set number of lines in a given number of seconds. If the parameters are not given, the default is 6 lines in 10 seconds. 'ttb' is the number of times a user can be kicked before it is banned. Do not give ttb to disable the ban system once activated.

Syntax: /BotServ KICK channel FLOOD {ON | OFF} [ttb [lines [seconds]]]

Example: /botserv kick #blah flood on 12 15 15 = The bot will kick a flooder who does 15 lines in 15 seconds. It will ban a user who has been kicked 12 times.

* KICK REPEAT

Explanation: This command sets the repeat kicker on or off. When enabled, this option tells the bot to kick users who are repeating themselves a certain number of times. If no number is given, the default amount is three times. 'ttb' is the number of times a user can be kicked before he or she is banned. Do not give ttb to disable the ban system once activated.

Syntax: /BotServ KICK channel REPEAT {ON | OFF} [ttb [number]]

Example: /botserv kick #blah on 4 5 = The bot is set to kick someone who repeats the same message 5 times. If the user is kicked 4 times for the offense, the bot will ban the user on the 4th kick.

* KICK BADWORDS

Explanation: This sets the bad words kicker on or off. When enabled, this option tells the bot to kick users who say certain words on the channels. You will be able to set bad words for your channel using the BADWORDS command. You can read on to the next paragraph here or type /BotServ HELP BADWORDS for more information. 'ttb' is the number of times a user can be kicked before the user is banned. Do not give ttb to disable the ban system once activated.

Syntax: /BotServ KICK channel BADWORDS {ON | OFF} [ttb]

Example: /bs kick #blah badwords on 5 = the bad words kicker has been activated and users saying 'bad words' that are set will be banned after 5 kicks.

* BADWORDS

Explanation: This command maintains the bad words list for the channel. The bad words list determines which words are to be kicked when the bad words kicker is enabled. For more information, see the command above this one or type /BotServ HELP KICK BADWORDS. The BADWORDS ADD command will add the given word to the bad words list. If SINGLE is specified, a kicker will be done only if a user says the word alone. If START is specified, a kicker will be done if a user says a word that starts with the word. I.e. if 'truck' is the word you set with SINGLE, any word with 'trucker' showing up in the first part will be banned. 'truckface' will therefore be kicked. If you use END, a kick will be done if the user says a word that ends with the particular kickable word. I.e. 'mothertrucker' would be banned if 'trucker' is put in and END is used. If you do not specify anything, a kick will be used every time the word is said by a user. This command can also be used to delete words off of the bad words list and you can view your list at any time. You may also choose to clear the entire bad words list if you are the

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founder.

Syntax: /BotServ BADWORDS channel ADD word [SINGLE | START | END]

Example: /botserv #blah add truck single = If used as a stand-alone word, anyone saying 'trucker' will be kicked.

Example: /bs #blah add truck start = saying the word 'truck' at the start of a compound word will enable the person to be kicked. i.e. truckface.

Example: /bs #blah add trucker end = using 'trucker' at the end of a compound word will enact the kicker. i.e. mothertrucker.

Example: /bs #blah add trucker = saying the word 'trucker' at anytime will activate the kicker.

Syntax: /BotServ BADWORDS channel DEL {word | entry number | list of numbers}

Example: /botserv badwords #blah del trucker = deletes 'trucker'

Example: /botserv badwords #blah del 5 = this deletes the 5th bad word in the bad words list.

Syntax: /BotServ BADWORDS channel LIST [mask | list]

Example: /botserv badwords #blah list 2-5,7-9 = this will list the bad words entries number 2 through 5 and 7 through 9.

Syntax: /BotServ channel CLEAR

Example: /bs #blah clear

* SAY

Explanation: This makes the bot say the given text on the given channel. The bot must be in the channel to say the text.

Syntax: /BotServ SAY channel text

Example: /botserv say #blah Hey how's it going? = The bot will say to the channel 'Hey, how's it going?'

* ACT

Explanation: This makes the bot do the equivalent of a "/me" command, putting a sentence into 'action', which will be posted to the indicated channel. The bot must be in the channel that you wish it to speak in.

Syntax: /BotServ ACT channel text

Example: /botserv act #blah ran to the store = The bot, named bot in this case, will then post '*@Bot ran to the store'