NAME

irccd-ipc - irccd network protocol

SYNOPSIS

HOOK-ADD name path

HOOK-LIST

HOOK-REMOVE name

PLUGIN-CONFIG name [variable [value]]

PLUGIN-INFO name

PLUGIN-LOAD name

PLUGIN-PATH name [variable [value]]

PLUGIN-LIST

PLUGIN-RELOAD name

PLUGIN-TEMPLATE name [variable [value]]

PLUGIN-UNLOAD name

RULE-ADD *accept/drop* [ceiops=value]

RULE-EDIT *index* [ceops(+|-)value] [a=accept|drop]

RULE-LIST

RULE-MOVE from to

RULE-REMOVE *index*

SERVER-DISCONNECT [name]

SERVER-MESSAGE name channel message

SERVER-ME name channel message

SERVER-MODE name channel mode [args]

SERVER-NOTICE name channel notice

SERVER-INFO name

SERVER-INVITE name channel target

SERVER-JOIN *name channel* [password]

SERVER-KICK name channel target [reason]

SERVER-LIST

SERVER-PART name channel [reason]

SERVER-TOPIC name channel topic

WATCH

DESCRIPTION

This guide will help you controlling irccd via sockets.

For this to work, you need to define a transport in your *irccd.conf* file, for more information see irccd.conf(5).

Most of the commands are similar to **irccdctl** and mapped to the same network command. For more detailed information about each command, take a look at irccdctl(1) before.

SYNTAX

The irccd program uses plain text for networking messages that consist of a command name, its arguments and ends with a CRLF delimiter.

Example of command:

SERVER-MESSAGE malikania #test Hello world!

RESPONSES

All command emit a response even though if they don't produce output. If a command succeeds, a plain "OK" is returned, otherwise "ERROR" followed by a message is sent instead.

Example with a successful message:

OK

Example of error:

ERROR server not found

Some command may produce more output that are printed under several lines for an easier interpretation client side. In that case commands usually return "OK" followed by the number of lines provided.

Example with *PLUGIN-CONFIG*:

OK 2 collaborative=true level=hard

COMMANDS

The following commands are available.

HOOK-ADD Add the hook *name* at the given *path*.

HOOK-LIST Returns the list of hooks by their names separated by a space immediately

after "OK" status.

Example:

OK irc-notify mail-notify

HOOK-REMOVE

Removes the hook specified by name.

PLUGIN-CONFIG

Set or get *variable* and its *value* if specified for the plugin *name*. Returns the list of configuration variables if there were only the plugin *name* or return only the value if *variable* was specified.

Example if variable was specified:

OK 1

current value

Example if variable was not specified:

OK 2

collaborative=true

level=hard

PLUGIN-INFO

Return the information about the plugin *name* in the form:

OK 5

name

long description

version

license

author

PLUGIN-LOAD

Find and load the plugin specified by name.

PLUGIN-PATH

Exactly the same usage as **PLUGIN-CONFIG** but for the plugin paths.

PLUGIN-LIST

Returns the list of plugins by their names separated by a space immediately after "OK" status.

Example:

OK ask auth hangman

PLUGIN-RELOAD

Reload the plugin specified by name.

PLUGIN-TEMPLATE

Exactly the same usage as **PLUGIN-CONFIG** but for the plugin paths.

PLUGIN-UNLOAD

Unload and remove the plugin name.

RULE-ADD

Add a new rule with matching action to *accept* or *drop*. Then by a list separated by spaces, add any key=value pair where the key defines the criterion to set from "ceops" which adds a channel, event, origin, plugin or server respectively. The *i* character is the optional index where to insert the new rule.

Example of client request:

RULE-ADD accept c=#test s=example i=1

RULE-EDIT

Edit the rule at the given *index*. Similarly to **RULE-ADD** command, you can specify a criterion modification using the "ceops" characters followed by a minus or plus string to either remove or add the criterion respectively. It is also possible to change the rule action with the key value pair a=accept Or a=drop

Example of client request:

RULE-EDIT c-#staff s+example a=drop

RULE-LIST

Return the list of rules loaded in the form:

OK 1

accept

list of servers list of channels list of origins list of plugins list of events

For each rule, the block of 6 lines is repeated for every rule returned in the "OK" response. So if you have 4 rules, you'll have to read 24 lines total.

RULE-MOVE

Move the rule at the position from to the position specified by to.

RULE-REMOVE Remove the rule at the given *index*.

SERVER-DISCONNECT Disconnect and remove the server specified by *name* if specified otherwise,

remove all.

SERVER-MESSAGE Send the private *message* to the *channel* into the server *name*.

SERVER-ME Send an action emote *message* to the *channel* into the server *name*.

SERVER-MODE Change *channel* to the new *mode* with optional list of mode arguments

specified by args.

SERVER-NOTICE Send the *notice* to the *channel* into the server *name*.

SERVER-INFO Get the information about the server *name* in the form:

OK name

hostname port [ssl]

nickname username real name

#channels #channels...

SERVER-INVITE Invite the *target* to the *channel* into the server *name*.

SERVER-JOIN Join a *channel* into the server *name* using an optional *password*.

SERVER-KICK Kick the *target* from the *channel* in the server *name* using an optional *reason*.

SERVER-LIST Returns the list of servers by their names separated by a space immediately

after "OK" status.

Example:

OK caramail wanadoo

SERVER-PART Leaves the *channel* from the server *name* using an optional *reason*.

SERVER-TOPIC Sets the new *topic* to the *channel* into the server *name*.

WATCH Enable watch mode.

When set, irccd will notify the client about new IRC event incoming using the syntax:

EVENT-<NAME> arguments...

Example:

EVENT-CONNECT wanadoo jean!jean@caramail.com #games hello guys!

SEE ALSO

irccd(1), irccdctl(1)

AUTHORS

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