

**NAME**

**irccd** - IRC Client Daemon

**SYNOPSIS**

**irccd** [-c *file*] [-v]

**irccd** *info*

**irccd** *version*

**DESCRIPTION**

The **irccd** program is an IRC bot which connects to one or more servers and dispatches events to plugins and connected clients.

The following options are available:

**-c** *file*      specify the configuration file.

**-v**            be verbose.

When ran without arguments, **irccd** will read your configuration file and dispatch IRC events to the plugins and connected clients indefinitely.

Otherwise, the following commands are available:

**info**            Show in a scriptable manner the options that were selected during irccd's build.

**version**        Get the irccd version. if Mercurial was available when building irccd then the current revision is bundled in the output.

**PLUGINS**

The **irccd** program can run plugins once IRC events are received. For example, if someone sends you a private message plugins will be invoked with that event. Both native plugins written in C++ and Javascript are supported (if enabled at compile time).

The following IRC events are supported:

**onCommand**    This is a special event that does not exist in IRC context. It calls the plugin special invocation command using *!name arguments...* syntax. The exclamation mark is configured by default to be the command character prefix, then if the adjacent name is known to be a loaded plugin it is invoked with the additional arguments.

Example: to call the **hangman** plugin, one may use `!hangman` to start a game.

See also `irccd.conf(5)` on how to change the command character prefix under a `[server]` section.

<code>onConnect</code>	When a server successfully connects to an IRC server.
<code>onDisconnect</code>	When a server disconnected from an IRC server both in case of failures or explicit user disconnection.
<code>onInvite</code>	Event called when the bot itself has been invited to a channel.
<code>onJoin</code>	When someone joins a channel.
<code>onKick</code>	When someone has been kicked from a channel, <code>irccd</code> may be included.
<code>onLoad</code>	This is a special event that does not exist in IRC context. It is invoked when the plugin is initialized.
<code>onMessage</code>	Upon private message.
<code>onMe</code>	On action emote, also most known as <code>/me</code> command.
<code>onMode</code>	When a user or channel mode change.
<code>onNames</code>	When a list of nicknames has been received.
<code>onNick</code>	On nick change, <code>irccd</code> may be included.
<code>onNotice</code>	On private notice.
<code>onPart</code>	When someone leaves a channel.
<code>onReload</code>	This is a special event that does not exist in IRC context. It is invoked when the user asks to reload a plugin.
<code>onTopic</code>	When a channel topic has been changed.
<code>onUnload</code>	This is a special event that does not exist in IRC context. It is invoked when the user asks to unload a plugin and before exiting.

`onWhois` When a whois information has been received.

The following plugins are provided with `irccd`:

- ⊕ `ask`
- ⊕ `auth`
- ⊕ `hangman`
- ⊕ `history`
- ⊕ `joke`
- ⊕ `links`
- ⊕ `logger`
- ⊕ `plugin`
- ⊕ `roulette`
- ⊕ `tictactoe`

See additional documentation in their own manual page in the form `irccd-plugin-name(7)` where `name` is the actual plugin name.

## TRANSPORTS

The daemon can be controlled at runtime using the dedicated **`irccdctl`** tool or using sockets.

Both TCP/IP and UNIX sockets are supported and SSL layer may be enabled over it for a secure connection. If authentication is desired, it can be enabled too.

See also the *[transport]* section in the `irccd.conf(5)` manual page.

## RULES

**`irccd`** supports a feature called rules which allows you to define a fine-grained set of rules allowed for specific plugins. For instance, you may want to disable some IRC events for some plugins depending on your set of parameters. This is useful for plugins that generates huge traffic.

Rule events are matched using the same name as plugin events described in the section above. For example, to disable a private message event you must use the *onCommand* value.

See also the *[rule]* section in the `irccd.conf(5)` manual page.

## DIRECTORIES

**`irccd`** uses different types of paths depending on the context.

Paths prefixed by (W) means they are only used on Windows, others prefixed by (U) means they are

used on UNIX systems.

### Configuration

The following directories are searched in the specified order for configuration files. For example, the files *irccd.conf* and *irccdctl.conf* will be searched there.

- (W) %APPDATA%/irccd/config
- (U) \${XDG\_CONFIG\_HOME}/irccd
- (U) \${HOME}/.config/irccd (if XDG\_CONFIG\_HOME is not set)

### SEE ALSO

[irccd-api\(7\)](#), [irccd-templates\(7\)](#), [irccd-ipc\(7\)](#), [irccd-plugin-ask\(7\)](#), [irccd-plugin-auth\(7\)](#),  
[irccd-plugin-hangman\(7\)](#), [irccd-plugin-history\(7\)](#), [irccd-plugin-joke\(7\)](#), [irccd-plugin-links\(7\)](#),  
[irccd-plugin-logger\(7\)](#), [irccd-plugin-plugin\(7\)](#), [irccd-plugin-roulette\(7\)](#), [irccd-plugin-tictactoe\(7\)](#),  
[irccd-test\(1\)](#), [irccd.conf\(5\)](#), [irccdctl\(1\)](#), [irccdctl.conf\(5\)](#)