

XCC Manual

Introduction -

XCC is a client compatible with Hotline servers, allowing for public and private chat, user icons, file transfers, messaging, threaded news, file transfers, and account management. In addition to this the client is AppleScriptable and includes many other enhancements which will be outlined in the following pages.

A quickstart guide follows which will get you accustomed to the client and have you chatting with the locals in Digital Obsession.

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Quickstart Guide -

When you first open the client, you'll see the Toolbar, Userlist window, Public Chat window, and the Status console by default. Since the client automatically uses your OS X username for your nickname in the client, the Preferences window will open on first run so that you can set your username to something else if you wish. To connect to a server, follow the steps below:

- Click the Connect button on the toolbar (globe icon) and choose the provided Digital Obsession server mark from the popup menu. This will fill in the server's address for you with a blank login name and password, which will allow you to log in as a guest.
- Click the Connect button in the Open Connection window and the client will log you into the server. At this point you should see the Userlist populate and you can start typing into the Public Chat window to talk to others who are online. The Status Console will update with any relevant information about the connection and incoming/outgoing transactions.
- If you hold the Option key as you hit the Return/Enter key in the Public Chat window, it'll send your text to the chat as an emote rather than a normal chat message.
- Doubleclicking on anyone in the Userlist will open a Private Msg window where you can send a message to that user only. Incoming Private Msgs will open in their own window.
- If you want to have a whole private conversation with a user, click once on them in the Userlist and then click the Chat button in the window's toolbar. Private Chat is like Private Msg except that you can drag other users into the Priv Chat Userlist to invite them to the discussion too.

Installing Icon Lists -

XCC supports both the old style resource-based Mac user icons files and the newer lists which are basically just a folder full of PNG files. These lists can be found at the Digital Obsession server and at various other servers and on the web. To install and begin using icons, follow the steps below:

- Once you have an icon list, decompress it either by doubleclicking (for .zip files) or with Stuffit Expander (for the older .sit files). You will then have either a file called User Icons or a folder containing a lot of numbered PNG files.
- Drag that file or folder into the Icon Lists folder next to XCC and relaunch the client. This will allow you to begin using icons. Anyone with an icon in the lists you have installed will appear with it in the Userlist from now on, and those with other icons will be given one of the default XCC ones.

Note: Relaunching the client is only necessary the first time you install a list. Any extra lists added to the Icon Lists folder will automatically be picked up by the client.

- To choose an icon for yourself, simply click on the Icon Viewer button on the toolbar (crossed flags icon) and doubleclick an icon you like the look of. You can do this at any time to change your icon and it will update in realtime, which means you don't need to open and save prefs or login again to see the changes.

Uploading and downloading files -

XCC is not designed primarily as a file sharing client but it supports Hotline's file transfer protocol which, priv permitting, will let you upload your files to servers and download from them.

If you are attempting to upload but come up against "Not allowed" type errors, try uploading to either a Drop Box or a folder with Uploads in the name. These are usually open to guests, whereas other folders may not be.

To start playing with files, do the following:

- Login to a server and click the Files button on the toolbar (stacked up photos icon). This will open the Files window to show you what the server has to offer.
- Folders can be opened by doubleclicking on them and you can move up one level in the hierarchy by holding the Command key and pressing the Up cursor key. To open a new file window you can click the Files button again or hold the Option key and doubleclick a folder.
- To download a file, just doubleclick it. You'll then see a notification in the Status Console and a blue progress bar beside it will begin to move. Hover over that progress bar to see more detailed information on the transfer, or click the bar to cancel it. Once the download is complete, you will find your file in the Downloads folder next to XCC.
- To upload a file, you can either click the Upload button or drag a file in from the Finder. As the file uploads you will see a notification in the Status Console and a red progress bar will begin to move beside it. As with downloads, hover over that bar to see more information or click it to cancel the transfer. If uploads are slower than they should be you can increase the Packet Size setting in the Prefs under Transfers.

Note: On certain Windows servers, files may remain with a .hpf file extension even once the upload has been completed. This is annoying but the file will be intact nevertheless.

- You can also preview images and text files within XCC by clicking the Preview button. If the file type is compatible, a new window will pop up allowing you to take a look at it before deciding whether to save or discard it. Large images will be scaled down but the full resolution will be displayed at the bottom of the window.
- If you download or upload several files at the same time they will be queued up and they will transfer one at a time. You can see the next queued file by hovering over the download or upload progress bars in the Status Console.

This concludes the Quickstart Guide. More in-depth information can be found below.

Chat Commands -

XCC includes a number of functions and that can be executed by typing certain commands into the Public Chat window. To see a list of all commands, type /help and hit Return/Enter. Simply follow the syntax provided to have the client carry out that function.

List of functions:

- /ignore** - Adds a user to the ignore list. Ignored users will have all their chat and private messages hidden from you, but they will still be added to the logs if you have those turned on. This is the same as clicking the checkbox next to a user in the Userlist window. It uses the following syntax: `/ignore nickname`
- /noignore** - Remove a user from the ignore list. This will allow you to see communications from them again. It uses the following syntax: `/noignore nickname`
- /listignores** - Pulls up a list of all ignored users. Unless the Auto /NoIgnore pref is checked, anyone in this list will remain there whether they log out and back in or not.
- /clear** - Clears all text from the Public Chat window. It does not clear out the logs.
- /user** - Changes your nickname and icon number following this syntax: `/user nickname;iconnumber`.
- /icon** - Changes your icon number following this syntax: `/icon iconnumber`.
- /nick** - Changes your nickname following this syntax: `/nick nickname`.
- /headlines** - Pulls up a list of the latest news headlines. These should be global but usually have an emphasis on UK stories. A link at the bottom allows you to click to get more details in your browser.
- /weather** - Opens a window showing the latest world satellite imagery. You can click on a continent to get a more detailed view of the cloud cover.
- /userlist** - Shows a text representation of the userlist in the Public Chat window which shows additional details. You can use this to get socket IDs if you aren't showing them in the Userlist window, and you can get an overview of which users support CET functions and which user is you (useful for servers which don't allow custom nicknames or icon numbers).
- /dq** - Shows files waiting to be downloaded.
- /uq** - Shows files waiting to be uploaded.
- /msg** - Sends a private msg to somebody, using the following syntax: `/msg socketid;message`. *Note:* The text of messages sent this way is limited to a single line, since pressing Return/Enter will send them.
- /invite** - Invites somebody to private chat following this syntax: `/invite socketid`.
- /kick** - Kicks somebody. This will remove them from the server and you require the Can Disconnect Users account priv to successfully use it. Some users may be protected against kicks. It follows this syntax: `/kick socketid`.
- /ban** - Bans somebody from the server for (by default) 30 minutes. This requires the Can Disconnect Users account priv and some users may be protected against bans. It follows this syntax: `/ban socketid`.
- /info** - Gets info about somebody and, due to the potential length of this data, displays it in the standard User Info window instead of in chat. It requires the Get User Info account priv and uses the following syntax: `/info socketid`.
- /post** - Posts to the non-threaded news used in older (version 1.2.3) Hotline servers. It uses the following syntax: `/post message`.
- /news** - Reloads the non-threaded news and opens the News window if it isn't already open.

/ftplist - Renders the current Userlist with icons as a JPEG file and uploads it to the FTP server set up in the Prefs as a file named userlist.jpg.

/ftpnews - Grabs the current non-threaded news and uploads it to the FTP server set up in the Prefs as a file named news.txt.

/quote - Sends text to the Public Chat as a standard chat message. This is the same as simply typing something and pressing Return/Enter, and is included here for use with Applescript and serverside commands. It uses the following syntax: "/quote message".

/me - Sends text to the Public Chat as an emote. This is the same as typing something and holding down the Option key as you press Return/Enter and is included for those who are used to IRC and for Applescript and serverside commands. It uses the following syntax: "/me message".

/time - Posts the current local date and time to Public Chat. This can be useful in coordinating people in different time zones.

/reply - With the Show Msgs In Chat pref enabled, this will allow you to reply to the last private msg received via the Public Chat window. It uses the following syntax: "/reply message".

/secret - Brings up the "Secret" window used for certain hidden functions in older Hotline clients. It can also be opened by holding the Control key and pressing F12.

/leetify - Allows you to Leetify a single line of chat without having to turn it on globally. It uses the following syntax: "/leetify message".

/mark - Connects you to one of your server marks by filename. If you use this when you are logged in, it will disconnect you before connecting to the mark. It uses the following syntax: "/mark filename".

/afk - If you need to leave the computer you can use this to add an <AFK> tag to your nickname and post an emote stating that you are away to Public Chat. Typing /afk again will remove the tag and emote that you are back.

/shell - Allows you to execute asynchronous terminal commands and see the result in the Public Chat window. The result is not posted to the server. It uses the following syntax: "/shell command".

/shellecho - As above, allows you to execute asynchronous terminal commands, but posts the result to Public Chat so others can read it. It uses the following syntax: "/shellecho command".

/fetchip - Does a new IP check on you to grab your public IP address. This is required for CET transfers and it will connect to <http://capnhack.com/returnip.php> to get that info. Nothing is sent or logged to that address.

/giveip - Shows your current public IP address. If this is wrong, use /fetchip to try to get it again.

/broadcast - Sends a broadcast message to all users on the server. This requires the Can Broadcast account priv and uses the following syntax: "/broadcast message".

Some servers will accept certain commands via public chat which are also preceded by the / character. If a command is sent which XCC does not recognise, it will pass it through to the server instead and the server will handle it normally. In cases where both XCC and the server share the same command, you can use /quote followed by the command you wish to send the server.

Connection window -

The Connection window is where you input settings for your connection and (optionally) login to a server. This window will automatically populate with the last server mark you used.

The Connection window includes the following functions:

Address & Port - This combo box is used to input the IP address or DNS of the server you wish to connect to. Server marks in the Server Marks folder next to the client will automatically appear in the popup menu. The field can also include a port number for servers which do not use the standard port 5500. For nonstandard ports, use the syntax: "address:port", otherwise no port number is necessary.

Login - If you have an account at the server, put your username here.

Password - If you have an account at the server, put your password here.

Use Identity - Tick this checkbox if you wish to use a special nickname and icon number for the connection.

Nickname - A nickname you put here will take priority over the one set in Prefs.

Icon Number - An icon number here will take priority over the one set in Prefs. To find icon numbers, use the Icon Viewer.

Save Info - Once you have filled in the fields you want to use, click this to save a server mark. If you save this in the default Server Marks folder, it will appear in the Address & Port popup menu and you can use it for quick access later on. To change information in a Server Mark, load it, edit the fields as needed, and then save it again, overwriting the previous file.

Public Chat window -

Public chat is where most of the communication on Hotline servers takes place. Anyone (except guests if they don't have the privs for it) can take part in discussions in public chat. To chat, simply type and press Return/Enter. To send an emote, hold the Option key as you press Return/Enter.

The Public Chat window contains the following toolbar buttons and functions:

Autocasing - Changes all your chat to Titlecase. This is really just a placeholder until code is written to automatically match nicknames and capitalise the first letter of every sentence.

Leetify - Makes all your chat Leetified. Letters will be replaced with numbers where possible and f will be changed to ph. This is (very nearly) guaranteed to turn you into a 1337 H4X0R.

Christianise - Censors swearing and questionable language throughout public chat, both incoming and outgoing. You can use this to make Hotline "safe" for children if you need to leave your computer unattended.

Icon Animation - Will change your icon every N seconds, as specified in the Userlist section of the Prefs. A window will pop up allowing you to toggle whether the function is on or off and which icon numbers to cycle through. Changing icons will update you in the Userlist but will not send a notification to the chat of you or any other user.

Name Animation - Will change your nickname every N seconds, as specified in the Userlist section of the Prefs. A window will pop up allowing you to toggle whether the function is on or off and which names to cycle through. Unlike Icon Animation, this can be invasive and cause spam for users who have name change notifications turned on.

ASCII - Opens a window with a text field set to use a monospaced font. This allows you to build up ASCII art or add formatting to text before sending it through to the server in public chat. You can also save your creations to a text file here.

Additional - Opens an additional pane at the right of the window where you can set the following functions:

HXD - On HXD servers (but not official ones or Gloarblin) you can manually set your status as active or away. You can also change the colour of your username in the userlist as it will be seen by anyone using XCC.

SPAM - This function will let you spam public chat with the text specified in the text field. You must hold the Option key as you press the button for it to begin spamming and you must click the button a second time to make it stop. This will ruin someone's conversation quite thoroughly but can be useful in stress testing servers and clients. Using it for any other reason is likely to get you kicked or banned from the server.

You can also use the popup menu here to choose from your saved ASCII images and have them posted to public chat.

Public chat supports a number of extra options which will be covered in the section on the Preferences window.

Userlist window -

The Userlist window contains the following toolbar buttons and functions:

Reload - Fetches the entire userlist from the server again. If you are trying to msg someone and are getting errors, or if something looks wrong with the list you can use this to fix it.

Chat - Invites the selected user to private chat. It will send them a request and open a Private Chat window. If they accept you will see them join and can speak to them. If they refuse, you will be informed via the Status Console. The Private Chat window will remain open so you can drag other users in if you so wish. Functions of the Private Chat window will be covered in detail further down.

Message - Opens the Private Msg window where you can send a message to the selected user. Functions of the Private Msg window will be covered in more detail further down.

Get Info - Opens a window showing the user info for the selected user. The information shown here (if any) is chosen by the server and may be subject to your account privs.

CET Upload - This button will be enabled if the selected user is on a client which supports CET. It allows peer to peer file transfers between clients without first having to transfer the file to the server. This can be faster in some cases and also bypasses the 2GB filesize limit imposed by the original Hotline protocol.

Kick - Kicks the selected user from the server, provided you have the Can Disconnect Users account priv. Holding the Option key whilst pressing this will instead ban the user for (by default) 30 minutes, during which time they will not be able to log back in.

In addition to the above:

- Doubleclicking on a user will allow you to send them a private message.
- Selecting a user and pressing Command-I will bring up their user info.
- Users can be dragged from the Userlist window into the userlist inside a Private Chat window to send them a chat invite.
- Clicking the checkbox next to a user will add them to the ignore list so you will not get chat or messages sent by them. Unticking the box reverses this.
- If the Show User ID pref is set in the Userlist section of the Prefs, each users socket ID number will appear to the right of their checkbox. You can use this number for various Chat Commands.
- The title of the Userlist window will display the number of connected users at any time and the total number of logins since the server was started.

Status Console -

The Status Console displays information about various transactions that you send to the server and any errors or notifications that it sends back to you as well as any client errors. It also displays the current server address and description and provides two vertical progress bars (at the left side) to give feedback on active file transfers.

The leftmost progress bar will fill down in blue and shows the status of the current download. The rightmost progress bar will fill up in red and shows the status of the current upload. Hovering over either bar will give you more detailed information on your current transfers as well as showing which, if any, files are next in the queue.

You can use the client with the Status Console closed, however this is not advisable since you may miss any errors which may be preventing a certain function from working.

News windows -

XCC includes two news windows to support both threaded and non-threaded news types (as supported by version 1.2.3 clients and later ones respectively).

Threaded News -

Opening the Threaded News window will load the root categories and folders from the server. In the left pane, clicking on the disclosure triangle for any folder will expand it to show which categories it includes, and clicking once on any category will display its articles in the right pane. Clicking once on any article will display it in the lower pane.

The Threaded News window contains the following buttons and functions:

Delete - Allows you to delete the selected news article or category, provided you have sufficient account privs to do so. Be sure you click on an article if you wish to delete that, as clicking on an article and then a category will cause you to delete the category instead.

New Folder - Adds a new folder to the threaded news. Folders hold categories, whereas categories hold articles.

New Post - Adds a new article to the threaded news, in the currently selected category.

Reply - Adds a reply to the currently selected article, allowing you to get a discussion going.

Reload - Requests the threaded news from the server again.

New Category - Adds a new category to the threaded news. Categories hold articles, whereas folders hold categories.

Non-threaded News -

Older Hotline servers displayed news in a single linear text format rather than using folders, categories, and articles. XCC provides legacy support for this via the News window.

The News window contains the following buttons and functions:

Reload - Requests the news from the server again.

Threaded News - Opens the threaded news window. If you get nothing in the non-threaded news, the server is probably using the newer format.

Find - Searches the news for the text you input.

Save News - Allows you to dump all the news into a text file.

Post News - Allows you to add a new post to the news.

Files window -

Most Hotline servers provide files of some sort for their members and sometimes guests to download and contribute to. XCC supports both uploads and downloads as well as getting and saving info on, moving, and deleting files and creating new folders. It also contains a preview function which will let you view images and text files within the client so you can decide whether or not to keep them in your Downloads folder. Files are automatically downloaded to the Downloads folder next to the XCC client.

The Files window contains the following toolbar buttons and functions:

Reload - Reloads the current File Window. This can be useful if you're getting transfer errors or if you did something and the change wasn't immediately apparent.

New Folder - Creates a new empty folder in the current directory. You can specify its name.

Upload - Allows you to choose a local file to send to the server. It will be uploaded into the current directory, provided you have the Account privs to upload there (or at all). If there is a file currently being uploaded, the next one chosen will be added to the queue.

Preview - Downloads the file and, if image or text, displays it in a window which will allow you to either save or discard the file. This can help to keep your Downloads folder free from clutter.

Get Info - Displays info about the currently selected file or folder. The filename and comments are editable, provided you have the required Account privs, but comments may only be supported on Mac servers.

Download - Starts transferring the currently selected file to your Downloads folder next to the client, provided you have the required Account privs, or adds it to the queue if there is a download in progress.

In addition to the above:

- Doubleclicking a folder will change the current directory to the contents of that folder.
- Doubleclicking a file will download that file or add it to the queue.
- Dragging a file from the Finder into the Files window will upload the file to the current directory or add it to the queue.
- Clicking on a file or folder and pressing Command-I will get info on it.
- Clicking on a file or folder and pressing Command-Backspace will delete it.
- Holding the Command key and pressing the Up cursor key will move you up one directory level.
- Holding the Option key and doubleclicking a folder will open a new Files window with its contents.
- Dragging files and folders from one Files window to another will move them.

Since it is a client focused mainly on chat and extensibility, XCC transfers only one file at a time in both directions. Further requests for uploads and downloads will be added to a local queue and then transferred once the current upload and/or download is completed.

Private Msg windows -

XCC supports the standard Hotline private messages with a few extra functions and abilities, including the ability to display them in the Public Chat window rather than having them open a new window each time.

Private messages can be sent between users on a server provided the user has the Account privs to do so. No special privs are required to receive private msgs.

The Send Private Msg window contains the following functions:

Msg Everyone - This will attempt to send the same message to all users on a server. On most servers this will result in an instant 30 minute ban and your messages will never arrive, so make sure the server allows this before attempting to use it.

Spam It - This will attempt to send the same message to the same user 100 times. On most servers this will result in an instant 30 minute ban, so use it with caution. It is included because it can be used to stress-test clients. You must hold down the Option key as you press the button or it will have no effect.

Send - Sends your message to the user whose icon and name are displayed at the top of the window.

The Receive Private Msg window contains the following functions:

Info - Gets user info for the sender of the message, provided you have the correct Account privs.

Kick - Kicks the sender of the message, provided you have the correct Account privs. Holding the Option key and pressing this will instead ban the user for (by default) 30 minutes.

Reply - Clicking on the disclosure triangle opens up a second text field which allows you to write a reply whilst still being able to reference the received message.

To enable private messages to be shown in the Public Chat window, open prefs, go to the Chat section, and turn on Show Msgs In Chat. Once that's done, all private messages will appear inline with public chat messages, but they will be highlighted in green. Typing /reply followed by your reply into the Public Chat window will send a message back to the person who messaged you last.

Any private messages from users on your ignore list will not show up, but will still be added to the Msg Log if you have logging switched on, so you can review them later.

Private Chat window -

XCC supports standard Hotline private chat, which allows you to create a subset of public chat that only includes users who are invited to it. You can have multiple private chats going at once with multiple users in each one.

Note: On certain servers it is possible to “break in” to private chats without an invite, although this issue has been fixed in later versions of the official Hotline server and most unofficial clones. XCC will not allow you to break into private chats.

The Private Chat window contains the following functions:

- Subject** - Displays the current subject for the private chat. You can also edit this by typing something in and pressing Return/Enter.
- Userlist** - At the top right corner is a disclosure triangle which allows you to fold out a userlist of people currently in the chat with you. The standard keyboard shortcuts for messaging and info work in here as they do in the global Userlist window and users can be dragged from the global userlist into this one to invite somebody to join the private chat.
- Msg** - Allows you to send a private message to the selected user.
- Info** - Gets info on the selected user.
- Kick** - Kicks the selected user. Holding the Option key and clicking this will ban the user for (by default) 30 minutes.

The standard Chat Commands that work in the Public Chat window do not work in private chat. You may still be able to use them, but be aware that the results will be sent to the server’s public chat or to the Public Chat window and not the current private chat or the Private Chat window. Emoticons are also not currently supported in private chat.

Icon Viewer -

XCC has a built-in icon viewer which lets you browse through any currently installed icon lists, search them by name (currently only supported for old format lists) or number, preview how a name will look on each icon, and change your currently displayed icon.

The client supports multiple icon lists at once, in a mixture of old and new formats, and it will prioritise them alphabetically. In other words, any icon in a list named "List A" will take priority over an icon with the same number in a list named "List B". This allows you to use multiple overlapping lists without conflicts.

The Icon Viewer window includes the following functions:

Icon Lists - A popup menu lets you choose which of your currently installed lists to view.

Icon View - A listbox will display all icons in the currently selected list. Clicking once on an icon will display its number and name (if any) in the fields below the listbox.

Doubleclicking on one will change your current icon to it and update your entry in the userlist.

Name Field - Edit the text in this field and press Return/Enter to change the nickname that is previewed over the icons of the current list.

Admin - Click this to change the name colour from black to red.

Away - Click this to change the name colour from black to grey or from red to pink.

Search Field - Enter an icon number or name here and click the Find Icon button to search the currently selected list for that icon.


Tracker window -

XCC includes support for 2 Hotline trackers, and both old and new protocol versions are supported. Trackers are servers which provide lists of Hotline servers. If you run a server you can register it with one or more trackers in the Preferences, and XCC can then pick up your server from those tracker addresses.

The Tracker window includes the following functions:

List Servers - Click this button to have the client contact first the primary, and then the secondary tracker. The returned list of servers appears in the window.

Server List - Doubleclick an entry in this list to connect to the selected server using the default guest account. Hold the Option key and doubleclick to bring up the standard Connection window, in which you can set a custom username, password, nickname, and icon number to use with that server. You can also save a Server Mark for access later from here.

Note: Currently, servers using Japanese characters will not display correctly in this list, but servers displaying symbols such as  will. Japanese support will be included if there is sufficient demand, so get in touch if you want to see it.

Preferences window -

The Preferences window holds all the global configuration for the client and allows you a great deal of customisation over how you want things to be handled. The window is split into several sections which will be covered below.

Identity:

Holds settings for how you appear on the server and which servers appear to you.

Nickname - This is the nickname you will use for all servers unless the Use Identity checkbox in the Connection window is ticked. XCC supports custom colours for the Userlist and chat. If you want to use a custom colour, add a \$ to the end of your name, followed by the 3 character short form hex colour you want. For example, if your name is "Cap'n Hack" and you wanted to appear blue you would put "Cap'n Hack \$00F" in the nickname field.

Icon Number - The number of the icon you wish to use for all servers unless the Use Identity checkbox in the Connection window is ticked. Doubleclicking any icon in the Icon Viewer will change this to that icon's number, however you can use any number even if the list containing it is not installed. In this case, you will be unable to see your own icon but anyone else with the list installed still can.

Tracker - Put a Hotline tracker address in here to enable XCC to pull up a list of servers on that tracker. Functioning trackers can be found here: <http://hotline.wikia.com/wiki/Trackers>.

Second Tracker - You can add a second Hotline tracker address here. *Note:* Many servers are listed on multiple trackers so you may get duplicate results.

Connection:

Holds settings pertinent to your connection to a server.

Use Keepalive - This will have the client poke the server every so often to stop your connection dropping. You will most likely need this if you are behind NAT and you should turn it on if you find yourself disconnecting from a server for seemingly no reason. *Note:* This will stop your status automatically becoming "away" after 5 minutes of inactivity.

Get Agreement - Some servers have an "Agreement" text that you may need to read in order to gain access. If you can't get onto a public server, try ticking this and reading what pops up.

Get Userlist - This will fetch the userlist after login. This can be turned off if you want to save all the bandwidth you can (and some servers will send the list regardless), but in most cases it should be left on.

Get News - This has the client fetch the non-threaded news after login. For older servers this can be useful, but most you can probably leave it off.

Login Script - This lets you choose an AppleScript to run after login. This can allow you to do all kinds of things like having the client say hello automatically.

Misc:

Holds miscellaneous settings which don't fit into any other category.

Text Colour - The colour used for chat, the Status Console, threaded news, etc.

- Text Font** - The font used for the above and more. This is best kept as a monospaced font for clarity.
- Back Colour** - The background colour used for most text fields and window backgrounds.
- Text Size** - The size used for most text in the client. A value over 14 or under 10 is not recommended.
- Auto /Nolgnore** - This will automatically remove users from your Ignore List when they log off. This is best kept enabled to avoid ignoring the wrong people.
- Flash Dock Icon** - This will make the dock icon alternate colours and blink an icon in the corner when certain events happen, such as being disconnected or getting a private message. The icon will only flash if the client is in the background when the event happens.
- Accept Msgs** - Whether or not the client accepts private messages. If this is off, the client will automatically respond with a message stating that it isn't accepting messages.
- Vertical Toolbar** - XCC has two standard toolbars, either vertical or horizontal. Depending on how you like things to look, you can change the orientation here.
- File Icons** - Adds icons to the File windows. Turning this off may give a small bump to speed and a small reduction in RAM usage and disk access, but it's best left on for clarity.
- Global Translucency** - Many windows in XCC support translucency, and this setting controls the level of transparency used. Translucent windows are especially useful if you watch video on your computer but still want to be able to read chat.

Sound:

Holds settings pertaining to notification sounds for events.

- Play Sound For** - Turns all notification sounds on/off.
- Chat** - Sound for public and private chat messages. This also toggles the alternate sound for emotes.
- User Join** - Sound when someone connects to the server.
- Message** - Sound for private messages.
- User Leave** - Sound when someone leaves the server.
- News Post** - Sound for new item posted to non-threaded news.
- Task Error** - Sound used for most errors.
- Logged In** - Sound for successful login (for you only).
- Disconnected** - Sound for disconnection events such as kicks or server shutdowns (for you only).
- Volume** - You can set the sound volume independently of the system volume here.

Logs:

Holds settings for the logging of various things to file.

- Log Messages** - Whether or not to log incoming and outgoing private messages. You can use the button to empty the Msg Log file.
- Log Chat** - Whether or not to log public chat and connects/disconnects. You can use the button to empty the Chat Log file.

Log URLs - Whether or not to log URLs pasted in chat and messages. You can use the button to empty the URL log file. URLs are also kept in the URL window for quick access.

Log Size - The maximum size of the Chat Log before the client moves it to Archived Logs and begins a new file.

FTP:

XCC includes a basic FTP client so you can upload the server's current userlist and non-threaded news to an FTP server at a specified time interval. This means you can let visitors to your website see who is logged on.

Username - The username for the FTP server.

Password - The password for the FTP server.

Server - The FTP server address, domain part only.

Upload Path - The path in which to upload the userlist.jpg and news.txt files.

Automatic Upload - Whether or not the client should automatically upload the files at the specified interval. Whether this is on or off, you can use chat commands to manually upload either the userlist or the news.

Upload Timer - How many seconds the client should wait between automatic uploads. Don't set this too short or you may cause problems for the server, since the client does not maintain an active connection during this time.

Kick Action:

Specifies what the client should do if you are kicked or otherwise disconnected from a server.

Clear Chat - Tells the client to clear the Public Chat window when it's disconnected. Turn this off if you get disconnected frequently; it'll let you read what happened before the disconnect.

Auto-Reconnect - Whether or not the client will attempt to reconnect immediately after disconnection. In the case of kicks and active timeouts, the client will attempt to reconnect several times in quick succession before giving up. In the case of unresponsive servers or IP addresses, the client will keep trying to connect indefinitely, but only once every 10 minutes.

Chat:

Holds settings for the Public Chat window.

Show Nickname Changes - Will display a notification in chat when a user changes their nickname.

Speak Chat - Will attempt to use text-to-speech to speak messages arriving through Public Chat. This can be useful if you aren't at your screen, but if chat is moving too fast you will get a lot of clipped messages.

Show Join/Leave - Will display users joining and leaving the server in chat.

Auto-Greet - Makes the client automatically greet new users. It will select randomly from a number of greetings.

Timestamp Chat - Adds time stamps to Public Chat. Notifications such as join/leave are stamped regardless of this setting.

Show Msgs In Chat - Displays private messages in chat rather than in their own windows. Incoming messages will show up in green and you can use the /reply Chat Command to respond to the last message received.

Short Timestamps - Use short time stamps instead of long ones. These are less accurate, but use less space.

Show Emoticons - Display smilies in public chat.

Allow Colours In Nicknames - Whether to allow colour tags in nicknames to affect the colour of chat.

Userlist:

Holds settings for the Userlist window.

Show User ID - Displays the socket ID number for each user next to their icon and checkbox. Enable this if you commonly use Chat Commands to interface with other users.

Colour Users By Tag - Whether to allow colour tags in nicknames to affect the colour of the name in the Userlist window.

Icon/Name Timer - How many seconds to leave between changes of the icon and/or nickname for Icon and Name Animation.

Transfers:

Holds settings for file transfers.

Packet Size - Size of packets to use for uploading files. Alter this if your uploads are slow or are using too much CPU.

Download Files To - Click the text field to set the folder to which files will be downloaded.

AppleScript -

XCC supports extensive enhancement via AppleScripts. The client can not only execute scripts but can also be scripted itself, which allows for the passing of data back and forth between XCC and other applications.

Scripts can be run by using the /script or /run Chat Commands, followed by the script name, optionally followed by a semicolon (;) and variables which you wish to send to the script. You can also run scripts from the Scripts menu and when certain events take place.

The scripting dictionary for XCC includes the following functions:

- Nick** - Changes your nickname. Syntax: "**Nick** text".
- Icon** - Changes your icon number. Syntax: "**Icon** number".
- Getchat** - Returns the text in the out field of the Public Chat window (text).
- Connect** - Connects to a server with optional username and password. Syntax: "**Connect** address [**login** text] [**password** text]".
- Disconnect** - Disconnects the client.
- Connected** - Returns whether the client is connected or not (boolean).
- Chat** - Sends text to the server's public chat. Syntax: "**Chat** text".
- Emote** - Sends an emote to the server's public chat. Syntax: "**Emote** text".
- Download** - Begins a download. Syntax: "**Download** text" where text is the full path to the file using a colon (:) as a separator. Returns a true on successful parse, false otherwise.
- Getuserlist** - Returns a text version of the current userlist (text).
- Getnews** - Returns all non-threaded news (text).