

AdiIRC - Matchtarget - # 24

Matchtarget

A <matchtarget> is a text pattern that AdiIRC will use to compare with a target window during a [scripting event](#).

Different events have different valid window locations.

= - Defines dcc chat window location.

@ - Defines custom window location.

? - Defines query location.

- Defines channel location.

* - Defines any window location.

! - **TODO**

~ - Defines a monitor panel/rawlog location. (~Rawlog, ~Transfers can also be used to match a single window) (**AdiIRC Only**)

%var - A [variable](#) containing a window, a list of windows is also acceptable.

Multiple windows can be targeted by using commas.

See also [\\$matchkey](#).

Example

```
; Subscribe to the TEXT event and if #channel or #channel2 matches the target channel, print a text.
```

```
on *:TEXT:*,#channel,#channel2:echo -ag #channel matched.
```

```
; Subscribe to the TEXT event and if any channels matches the target, print a text.
```

```
on *:TEXT:*,#:echo -ag # matched.
```

```
; Subscribe to the TEXT event and if any channel or query matches the target, print a text.
```

```
on *:TEXT:*,#,:echo -ag $target matched.
```

```
; Set a target variable.
```

```
set %target #channel
```

```
; Subscribe to the TEXT event and if #channel matches the target channel, print a text.
```

```
on *:TEXT:*,%target:echo -ag #channel matched.
```